Dwarf Fortress => DF Community Games & Stories => Topic started by: QuQuasar on August 13, 2015, 09:39:58 pm

Title: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: QuQuasar on August 13, 2015, 09:39:58 pm

Breadbowl

Mutkugusno, Giant Hamster "Martyrscribes" Enraged at all enemies!, &

King Sibrek Logemtad has eaten one plump helmet roast too many and decided that the dwarven kingdom needs better food. His highness, being both merciful and pragmatic, summoned 7 dwarfs whose skills were of minimal use to a fully equipped mountain home. He then justly sentenced them to hammering for being useless and cluttering up the palace with their bodies.

However, in a truly magnamonous display of kindness, he granted these unrepentant layabouts a reprieve on the condition that they embark to a fertile location and start growing, gathering and farming every type of food imaginable. Understandably, being fond of their natural head shape, the 7 agreed.

As they left, the king confided in them that should they succeed, and the king find his larders stocked with much delicious rare food, they would not find him ungrateful...

This started out as a simple 2-week 1-year succession fort with a goal: export as much quantity and variety of food and drink as possible.

It has since become the ongoing saga of a peaceful (by dwarven standards) farming settlement, thriving unexpectedly on the surface in a world beset by war, beasts and tragedy. But nothing lasts forever, and Breadbowl has more enemies than most...

Rules

- * Trade all your food and drink to every caravan. The elves and humans are considered couriers delivering to the Mountainhome. After every trade, you should have no prepared food or drink left.
- (Obvious exception: you can't trade wooden barrels to elves)
- * No buying food from the caravan. You'll need to produce your food, not buy it.
- * Underground crops are not allowed.
- Enclosed crops (aboveground crops underneath some sort of roof) are allowed, on one condition: the roof must be made of clear glass. This is likely to be a worthwhile investment despite the cost of clear glass, as it's quite possible an ill-timed siege could starve you out.
- * Report how much food you trade each time. I'll keep a running tally in this post.
- For plot purposes, our goal is to feed every dwarf of The Old Nets, consisting of ~3570 dwarves.
- Per the wiki, each dwarf consumes 2 food, 4 drink per season. Therefore our Ultimate Production Goal is a bit shy of 30,000 food, 60,000 drink per year. (values subject to revision if The Old Nets population changes)

The trading process

Quote

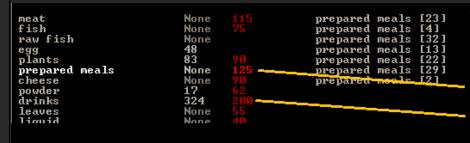
After some 'sperimentation, this is the easiest way I've found to trade everything required and get an accurate count on how much you exported:

First off, move everything to the depot before you even attempt to trade. This includes:

st Everything in the drinks page. Say goodbye to your boozepile.

* There is no food page, so do a search for both "roast", and "prepared food", and trade everything under both searches. I've you make any biscuits or meals, trade those too.

Once everything is moved, visit the stocks screen to calculate your output. It will be as follows:



To calculate a trades quantity...

* Move everything to the trade depot.

Trader's don't bring prepared meals, so if you trade everything, the total of both numbers is your output.

Trader's *do* bring drinks, but they will be restricted, so your trade quantity is the white value.

So that's 0 + 125 Prepared Meals, and 324 Drinks.

You have to trade all your meals and drink for this to work, though. :D

This definately worked for my original trade (I double checked against the main stocks screen for drink and the numbers in the trade depot for food), but if any future trades prove it in error, I'll update this methodology.

Finally, perform the trade itself. Trade everything in one hit. Don't worry about getting a good price: you won't need it. Stacks of roasts are very expensive anyway, and with the

Don't get too greedy though, lest the game suffer fps death from all the useless stuff they bring us.

More general rules

Spoiler (click to show/hide)

Turns

- Duration: 1 year or 2 weeks, whichever comes first.
- Turns will be skipped if you fail to respond or stop updating.
- Extensions past the 2-week point will be granted if you put a lot of work into high-quality updates.

Graphics

· You can use graphics sets, but for convenience's sake the save should always be converted back to ASCII when passing turns.

Exploits

- You can use your own judgement on what is and is not an exploit, but stay away from obvious hacks like danger rooms. Maintain the suspension of disbelief!

Editing the RAWs/Using DFHack

- Using utilities to simplify the game or recover FPS is fine. Anything the LazyNewbPack does by default is fine.
- Check with me if there's any doubt. I'll sign off on making creatures war-trainable or increasing merchant animals carrying capacity.
- Anything that involves changing dwarf stats or killing specific targets is cheating and thus completely unacceptable. Same goes for fastdwarf, reveal-all, etc.

Savescumming

- Savescumming is more acceptable here than in many forts, since Breadbowl doesn't run on chaos and mismanagement the way other forts do. But don't overuse it: from a narrative standpoint, the occasional massacre or accidental drowning is a good thing.

Goals

* feed every dwarf of The Old Nets.

- * farms for every type of above-ground crop.
- * separate pastures for every type of animal we have (more than one of) on the site
- (Exception: we can have a 'misc' pasture for animals we only have one of, but try not to mix the giant predator's with the adorable grazers)
- * breeding programs for as many different types of meats as possible, with special emphasis on rare, non-domestic varieties. Do good by the elves: you'll want them to bring as many animals as possible.
- * cover as much surface area as possible with farms, pastures, roads and buildings.

For dorfing or a turn, ask and ye shall recieve.

TURN LIST

Quasar - Year 1 - A Farm Founded

Traded - **125** food, **324** drink - Dwarven Caravan

Spoiler (click to show/hide)

Prologue - Embark Site (http://www.bay12forums.com/smf/index.php?topic=152568.msg6444713#msg6444713)

Arrival (http://www.bay12forums.com/smf/index.php?topic=152568.msg6446438#msg6446438)

Spring (http://www.bay12forums.com/smf/index.php?topic=152568.msg6446683#msg6446683)

Summer (http://www.bay12forums.com/smf/index.php?topic=152568.msg6446779#msg6446779)

Autumn Caravan (http://www.bay12forums.com/smf/index.php?topic=152568.msg6446991#msg6446991)

Autumn (http://www.bay12forums.com/smf/index.php?topic=152568.msg6447103#msg6447103) Start of Winter (http://www.bay12forums.com/smf/index.php?topic=152568.msg6447211#msg6447211)

End of Winter (http://www.bay12forums.com/smf/index.php?topic=152568.msg6447417#msg6447417)

Interlude - History (http://www.bay12forums.com/smf/index.php?topic=152568.msg6450891#msg6450891)

Neblime - Year 2 - A Thief Killed, A Beast Hidden

Traded - **770** food, **1593** drink, **\$170917** - Total

Milestone reached: 1000 booze!

Spoiler (click to show/hide)

Full Year Report (http://www.bay12forums.com/smf/index.php?topic=152568.msg6471664#msg6471664)

Interlude - The Founders (http://www.bay12forums.com/smf/index.php?topic=152568.msg6472010#msg6472010)

Interlude - Other notable dwarves (http://www.bay12forums.com/smf/index.php?topic=152568.msg6471922#msg6471922)

Bearskie - Year 3 - A Moat Dug, A Baron Named

Traded - **710** food, **3596** drink, **\$125503** - Total

Milestone reached: 3000 booze!

41 food, 46 drinks, \$\\$4577 - Elven Caravan

471 food, 2711 drink, ☆42301 - Human Caravan

198 food, 839 drink, ☆78625 - Dwarven Caravan

Spoiler (click to show/hide)

Prologue (http://www.bay12forums.com/smf/index.php?topic=152568.msg6472125#msg6472125)

Mandate 1 - Sort your shit out (http://www.bay12forums.com/smf/index.php?topic=152568.msg6473722#msg6473722)

Mandate 2 - Total armament project (http://www.bay12forums.com/smf/index.php?topic=152568.msg6473739#msg6473739)

Spring Caravan (http://www.bay12forums.com/smf/index.php?topic=152568.msg6475212#msg6475212)

Mandate 3 - Apartment Complex (http://www.bay12forums.com/smf/index.php?topic=152568.msg6476649#msg6476649)

Mandate 4 - Our Military (http://www.bay12forums.com/smf/index.php?topic=152568.msg6476813#msg6476813)

Mandate 5 - Sentient Refuse Disposal (http://www.bay12forums.com/smf/index.php?topic=152568.msg6477099#msg6477099)

Mandate 6 - To catch a forgotten beast (http://www.bay12forums.com/smf/index.php?topic=152568.msg6480775#msg6480775)

Mandate 6 - 10 catch a forgotten beast (http://www.bay12forums.com/smf/index.php?topic=152568.msg6480775#msg6480775
Mandate 7 - Landscaping (http://www.bay12forums.com/smf/index.php?topic=152568.msg6482553#msg6482553)

Autumn Caravan (http://www.bay12forums.com/smf/index.php?topic=152568.msg6483870#msg6483870)

Mandate 8 - Noble Quarters (http://www.bay12forums.com/smf/index.php?topic=152568.msg6484385#msg6484385)

Winter (http://www.bay12forums.com/smf/index.php?topic=152568.msg6485889#msg6485889)

Strange Moods & Werebeasts (http://www.bay12forums.com/smf/index.php?topic=15256<u>8.msg6485964#msg6485964)</u>

Interlude - Parallel Breadbowl (http://www.bay12forums.com/smf/index.php?topic=152568.msg6481543#msg6481543)

Interlude - Letter from the King (http://www.bay12forums.com/smf/index.php?topic=152568.msg6490105#msg6490105)

SQman - Year 4 - A Wall Built, A Silver Mace Bestowed

Traded - **2688** food, **1151** drink, **\$197729** - Total

Milestone reached: 2000 food!

580 food, 745 drinks - Elven Caravan 0 food, 0 drink - Human Caravan - **Drowned** 2108 food, 406 drink - Dwarven Caravan

Spoiler (click to show/hide)

Prologue (Journal Entry) (http://www.bay12forums.com/smf/index.php?topic=152568.msg6489345#msg6489345)

Spring (http://www.bay12forums.com/smf/index.php?topic=152568.msg6493965#msg6493965)

Spring Siege (http://www.bay12forums.com/smf/index.php?topic=152568.msg6503547#msg6503547)

Summer (http://www.bay12forums.com/smf/index.php?topic=152568.msg6508918#msg6508918)

Autumn & Winter (http://www.bay12forums.com/smf/index.php?topic=152568.msg6517315#msg6517315)

Interlude - Letter from the King (http://www.bay12forums.com/smf/index.php?topic=152568.msg6518862#msg6518862)

Sanctume - Year 5 - A War Begun, A Farm Defended

Traded - **4391** food, **2303** drink - Total

Milestone reached: 4000 food!

2656 food, 673 drinks - Elven Caravan

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726 food, 474 drink - Dwarven Caravan
Spoiler (click to show/hide)
Prologue (http://www.bay12forums.com/smf/index.php?topic=152568.msg6533121#msg6533121)
Mandates (http://www.bay12forums.com/smf/index.php?topic=152568.msg6535909#msg6535909)
Spring Siege of 204
Dramatis Personae: 1 (http://www.bay12forums.com/smf/index.php?topic=152568.msg6536376#msg6536376), 2
(http://www.bay12forums.com/smf/index.php?topic=152568.msq6536417#msq6536417), 3
(http://www.bay12forums.com/smf/index.php?topic=152568.msg6536458#msg6536458), 4
(http://www.bay12forums.com/smf/index.php?topic=152568.msg6536733#msg6536733), 5
(http://www.bay12forums.com/smf/index.php?topic=152568.msg6536764#msg6536764), 6
(http://www.bay12forums.com/smf/index.php?topic=152568.msg6536885#msg6536885), 7
(http://www.bay12forums.com/smf/index.php?topic=152568.msg6537295#msg6537295)
Siege Chapters: 7 (http://www.bay12forums.com/smf/index.php?topic=152568.msg6536637#msg6536637), 8
(http://www.bay12forums.com/smf/index.php?topic=152568.msg6537318#msg6537318), 9
(http://www.bay12forums.com/smf/index.php?topic=152568.msq6537603#msq6537603), 10
(http://www.bay12forums.com/smf/index.php?topic=152568.msg6539792#msg6539792), 11
(http://www.bay12forums.com/smf/index.php?topic=152568.msg6539959#msg6539959), 12
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(http://www.bay12forums.com/smf/index.php?topic=152568.msg6541566#msg6541566), 14
(http://www.bay12forums.com/smf/index.php?topic=152568.msg6543649#msg6543649), 15
(http://www.bay12forums.com/smf/index.php?topic=152568.msg6545683#msg6545683), 16
(http://www.bay12forums.com/smf/index.php?topic=152568.msq6546296#msq6546296), 17
(http://www.bay12forums.com/smf/index.php?topic=152568.msg6547708#msg6547708).
Siege Epilogue (http://www.bay12forums.com/smf/index.php?topic=152568.msg6547797#msg6547797)
Spring Report (http://www.bay12forums.com/smf/index.php?topic=152568.msg6549390#msg6549390)
Summer Report (http://www.bay12forums.com/smf/index.php?topic=152568.msg6551471#msg6551471)
Summer Chapters: 21 (http://www.bay12forums.com/smf/index.php?topic=152568.msg6551784#msg6551784), 22
(http://www.bay12forums.com/smf/index.php?topic=152568.msg6551812#msg6551812), 23
(http://www.bay12forums.com/smf/index.php?topic=152568.msg6551830#msg6551830), 24
(http://www.bay12forums.com/smf/index.php?topic=152568.msg6551871#msg6551871), 25
(http://www.bay12forums.com/smf/index.php?topic=152568.msg6551912#msg6551912).
Autumn Report (http://www.bay12forums.com/smf/index.php?topic=152568.msg6555124#msg6555124)
Winter Is Coming (http://www.bay12forums.com/smf/index.php?topic=152568.msg6557337#msg6557337)
Winds Of Winter (http://www.bay12forums.com/smf/index.php?topic=152568.msg6559605#msg6559605)
Winter Siege of 240: 29 (http://www.bay12forums.com/smf/index.php?topic=152568.msq6559876#msq6559876), 30
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(http://www.bay12forums.com/smf/index.php?topic=152568.msg6568265#msg6568265).
Plowshares To Swords (http://www.bay12forums.com/smf/index.php?topic=152568.msg6570145#msg6570145)
Epilogue (http://www.bay12forums.com/smf/index.php?topic=152568.msg6570159#msg6570159)
Interlude - What are you wearing? (http://www.bay12forums.com/smf/index.php?topic=152568.msg6540013#msg6540013) - Photo's
(http://www.bay12forums.com/smf/index.php?topic=152568.msg6541864#msg6541864)
Interlude - More History (http://www.bay12forums.com/smf/index.php?topic=152568.msg6553434#msg6553434) - "I think we
accidentally a World War." (http://www.bay12forums.com/smf/index.php?topic=152568.msg6555054#msg6555054)
Letter from the King (http://www.bay12forums.com/smf/index.php?topic=152568.msg6588377#msg6588377)
March of the Hell of Emancipating (http://www.bay12forums.com/smf/index.php?topic=152568.msg6595707#msg6595707)
Dolwin - Year 6 - A Barracks Constructed, A Hamster Named
Traded - 8486 food, 6948 drink - Total
Milestones reached: 8000 food!, 6000 booze!
110 food, 4925 drinks - Elven Caravan
0 food, 0 drink - Human Caravan - Turned away by Goblins
8376 food, 2023 drink - Dwarven Caravan
Spoiler (click to show/hide)
Day 1 (http://www.bay12forums.com/smf/index.php?topic=152568.msg6664861#msg6664861)
Spring (http://www.bay12forums.com/smf/index.php?topic=152568.msg6669843#msg6669843)
Summer (http://www.bay12forums.com/smf/index.php?topic=152568.msg6674190#msg6674190)
Summers End (http://www.bay12forums.com/smf/index.php?topic=152568.msq6677562#msq6677562)
Autumn (http://www.bay12forums.com/smf/index.php?topic=152568.msg6683168#msg6683168)
Winter (http://www.bay12forums.com/smf/index.php?topic=152568.msg6702336#msg6702336)
ToniK - Year 7 - A Bear Gained, A Manager Lost
Traded - 4988 food, 3039 drinks - Total
2125 food, 1663 drinks - Elven Caravan
1467 food, 336 drinks - Human Caravan
1396 food, 1040 drinks - Dwarven Caravan
Spoiler (click to show/hide)
Month 1 (http://www.bay12forums.com/smf/index.php?topic=152568.msg6743185#msg6743185)
Spring (http://www.bay12forums.com/smf/index.php?topic=152568.msg6750024#msg6750024)
Summer (http://www.bay12forums.com/smf/index.php?topic=152568.msg6757172#msg6757172)
Autumn (http://www.bay12forums.com/smf/index.php?topic=152568.msg6777272#msg6777272)
Winter (http://www.bay12forums.com/smf/index.php?topic=152568.msg6803405#msg6803405)
Zuglarkun - Year 8 - A Capitol Named, A Crime Outrage Atrocity Revealed
Traded - 8120 food, 7088 drinks - Total
Milestones reached: 7000 booze!
2382 food, 0 drinks - Elven Caravan
2430 food, 779 drinks - Human Caravan
3308 food, 6309 drinks - Dwarven Caravan
Spoiler (click to show/hide)
Day 1: Shul-nak becomes overseer. Dies. (http://www.bay12forums.com/smf/index.php?topic=152568.msg6803662#msg6803662)
Day 2: Zuglarkun becomes overseer. (http://www.bay12forums.com/smf/index.php?topic=152568.msg6843491#msg6843491)
Spring (http://www.bay12forums.com/smf/index.php?topic=152568.msg6855536#msg6855536)
Spring 2 (http://www.bay12forums.com/smf/index.php?topic=152568.msg6858989#msg6858989)
Summer (http://www.bay12forums.com/smf/index.php?topic=152568.msg6873898#msg6873898)
Summer 2 (http://www.bay12forums.com/smf/index.php?topic=152568.msg6884216#msg6884216)
Autumn (http://www.bay12forums.com/smf/index.php?topic=152568.msg6892158#msg6892158)
Winter (http://www.bay12forums.com/smf/index.php?topic=152568.msg6893284#msg6893284)
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Winter 2 (http://www.bay12forums.com/smf/index.php?topic=152568.msg6918477#msg6918477)

1009 food, 1156 drink - Human Caravan

DDDragoni - Year 9 - An Ex-overseer Punished

Traded - **924** food, **12539** drinks - Total **Milestones reached: 12000 booze!**

166 food; 2,344 drinks - Elven Caravan 758 food; 10,195 drinks - Human Caravan 0 food, 0 drink - Dwarven Caravan - **Fell in Moat**

Spoiler (click to show/hide)

Prologue (http://www.bay12forums.com/smf/index.php?topic=152568.msg6934948#msg6934948)

1 Granite (http://www.bay12forums.com/smf/index.php?topic=152568.msg6952119#msg6952119)

7 Hematite (http://www.bay12forums.com/smf/index.php?topic=152568.msg6971634#msg6971634)

- NCommander Takes Over

9 Sandstone (http://www.bay12forums.com/smf/index.php?topic=152568.msg7036674#msg7036674)

10 Timber (http://www.bay12forums.com/smf/index.php?topic=152568.msg7036917#msg7036917)

17 Moonstone (http://www.bay12forums.com/smf/index.php?topic=152568.msg7038910#msg7038910)

NCommander - Year 10 - A Farm Burned

Traded - **0** food, **0**booze, **plenty** death and fire - Total **Milestones reached: Fortress incinerated!**

0 food; 0 drinks - Elven Caravan - Dragon

0 food; 0 drinks - Human Caravan - **Werebeasts**

0 food, 0 drink - Dwarven Caravan - Loyalty cascade

Spoiler (click to show/hide)

Goblins (http://www.bay12forums.com/smf/index.php?topic=152568.msg7040374#msg7040374)

Elves (http://www.bay12forums.com/smf/index.php?topic=152568.msg7041428#msg7041428)

Dragon (http://www.bay12forums.com/smf/index.php?topic=152568.msg7041458#msg7041458)

Everything Burns (http://www.bay12forums.com/smf/index.php?topic=152568.msg7041643#msg7041643)

Ocean? (http://www.bay12forums.com/smf/index.php?topic=152568.msg7041668#msg7041668)

Werepig (http://www.bay12forums.com/smf/index.php?topic=152568.msg7042864#msg7042864)

Tantrums (http://www.bay12forums.com/smf/index.php?topic=152568.msg7044191#msg7044191)

Renegade Traders (http://www.bay12forums.com/smf/index.php?topic=152568.msg7047681#msg7047681)

Soap (http://www.bay12forums.com/smf/index.php?topic=152568.msg7050502#msg7050502)

Goblins again (http://www.bay12forums.com/smf/index.php?topic=152568.msg7050716#msg7050716)

 $Breadbowl\ Endures\ (http://www.bay12 forums.com/smf/index.php?topic=152568.msg7052082 \# msg7052082)$

Gwolfski - Year 11 - Ghost Murder

Traded - unrecorded food, unrecorded booze - Total

Spoiler (click to show/hide)

Oh dear... (http://www.bay12forums.com/smf/index.php?topic=152568.msg7060218#msg7060218)

Oh, Elves... (http://www.bay12forums.com/smf/index.php?topic=152568.msg7064125#msg7064125)

A mysterious engraving (http://www.bay12forums.com/smf/index.php?topic=152568.msg7067198#msg7067198) Brief gallery (http://imgur.com/a/Ux1c0)

We had a siege... (http://www.bay12forums.com/smf/index.php?topic=152568.msg7072667#msg7072667)

TheFlame52 - Year 12 - Complete

Traded - 114 food, 9542drinks - Total

unrecorded food; unrecorded drinks - Elven Caravanunrecorded food; 5756 drinks - Human Caravan114 food, 3786 drink - Dwarven Caravan

Spoiler (click to show/hide)

Opal (http://www.bay12forums.com/smf/index.php?topic=152568.msg7077155#msg7077155)

Granite (http://www.bay12forums.com/smf/index.php?topic=152568.msg7077715#msg7077715)

Slate (http://www.bay12forums.com/smf/index.php?topic=152568.msg7078883#msg7078883)

Felsite (http://www.bay12forums.com/smf/index.php?topic=152568.msg7080042#msg7080042)

Felsite (cont) (http://www.bay12forums.com/smf/index.php?topic=152568.msg7081533#msg7081533) Limestone (http://www.bay12forums.com/smf/index.php?topic=152568.msg7096279#msg7096279)

Sandstone~(http://www.bay12 forums.com/smf/index.php?topic=152568.msg7100519 # msg7100519)

Timber (http://www.bay12forums.com/smf/index.php?topic=152568.msg7103565#msg7103565) Opal (http://www.bay12forums.com/smf/index.php?topic=152568.msg7105393#msg7105393)

Migrant - Year 13 - Half Year

Traded - unrecorded food, 5593drinks - Total

unrecorded food; unrecorded drinks - Elven Caravan unrecorded food; 5593 drinks - Human Caravan

Spoiler (click to show/hide)

Spring (http://www.bay12forums.com/smf/index.php?topic=152568.msg7130818#msg7130818) Summer (http://www.bay12forums.com/smf/index.php?topic=152568.msg7132269#msg7132269)

Luneya - Year 13.5 & Year 14 - Complete

Traded - **7342** food, **5459**drinks - Total

Milestones reached: Fortress population halved!

1418 food, **0** drink - Dwarven Caravan **5924** food; **5459** drinks - Elven Caravan

0 food; 0 drinks - Human Caravan - Turned away by goblins

0 food, 0 drink - Dwarven Caravan - Ran away before trade could be completed

Spoiler (click to show/hide)

Philosopher Overseer (http://www.bay12forums.com/smf/index.php?topic=152568.msg7181957#msg7181957) Ethical Dilemma (http://www.bay12forums.com/smf/index.php?topic=152568.msg7181989#msg7181989)

1 Limestone (http://www.bay12forums.com/smf/index.php?topic=152568.msg7182551#msg7182551)

Limestone (http://www.bay12forums.com/smf/index.php?topic=152568.msg/182551#msg/182551)

Dwarven Caravan (http://www.bay12forums.com/smf/index.php?topic=152568.msg7182625#msg7182625) 1 Moonstone (http://www.bay12forums.com/smf/index.php?topic=152568.msg7183166#msg7183166)

Years End (http://www.bay12forums.com/smf/index.php?topic=152568.msg7183900#msg7183900)

 $Securing \ the \ Caverns \ (http://www.bay12 forums.com/smf/index.php?topic=152568.msg7198973 \# msg7198973)$

Elven Caravan (http://www.bay12forums.com/smf/index.php?topic=152568.msg7199069#msg7199069) Forgotten Beast (death) (http://www.bay12forums.com/smf/index.php?topic=152568.msg7202207#msg7202207) (1) (http://www.bay12forums.com/smf/index.php?topic=152568.msg7202293#msg7202293) Summer Siege (more death) (http://www.bay12forums.com/smf/index.php?topic=152568.msq7202449#msq7202449) 15 Galena (http://www.bay12forums.com/smf/index.php?topic=152568.msg7202645#msg7202645) 11 Limestone (http://www.bay12forums.com/smf/index.php?topic=152568.msg7202768#msg7202768) Migrants (http://www.bay12forums.com/smf/index.php?topic=152568.msg7202906#msg7202906) Flooding (even more death) (http://www.bay12forums.com/smf/index.php?topic=152568.msg7202965#msg7202965) (1) (http://www.bay12forums.com/smf/index.php?topic=152568.msg7203881#msg7203881)

TheFlame52 - Year 15 - Complete

Traded - unrecorded food, unrecordeddrinks - Total

Spoiler (click to show/hide)

Granite (http://www.bay12forums.com/smf/index.php?topic=152568.msg7207916#msg7207916) Elves (http://www.bay12forums.com/smf/index.php?topic=152568.msq7208095#msq7208095) Felsite (http://www.bay12forums.com/smf/index.php?topic=152568.msg7210277#msg7210277) Hematite (http://www.bay12forums.com/smf/index.php?topic=152568.msg7212428#msg7212428) Malachite (http://www.bay12forums.com/smf/index.php?topic=152568.msg7214665#msg7214665) Limestone (siege) (http://www.bay12forums.com/smf/index.php?topic=152568.msg7218115#msg7218115) Sandstone (http://www.bay12forums.com/smf/index.php?topic=152568.msg7221300#msg7221300) Timber (http://www.bay12forums.com/smf/index.php?topic=152568.msg7222447#msg7222447)

Moonstone (http://www.bay12forums.com/smf/index.php?topic=152568.msg7223060#msg7223060) Opal & Obsidian (http://www.bay12forums.com/smf/index.php?topic=152568.msg7224595#msg7224595)

Years end (http://www.bay12forums.com/smf/index.php?topic=152568.msg7204013#msg7204013)

Quasar - Year 16 - THUNK!

2725 food; 1199 drinks - Elven Caravan **1151** food; **12,995** drinks - Human Caravan **201** food, **474** drink - Dwarven Caravan

Spoiler (click to show/hide)

THUNK TRIPS OVER A LIZARD! (http://www.bay12forums.com/smf/index.php?topic=152568.msg7235973#msg7235973)

THUNK DESTROYS WATER REACTOR AND SAVES BREADBOWL! (http://www.bay12forums.com/smf/index.php?

topic=152568.msg7242624#msg7242624)

THUNK DEFEATS SIEGE WHILST ASLEEP! (http://www.bay12forums.com/smf/index.php?topic=152568.msg7243997#msg7243997)

THUNK KEEPS GREAT BIRDIE OUT AND SAVES BREADBOWL AGAIN! (http://www.bay12forums.com/smf/index.php?

topic=152568.msq7247152#msq7247152)

THUNK CAPTURES GIANTESS AND FREE'S BREADBOWL FROM TYRANNY OF PANTS! (http://www.bay12forums.com/smf/index.php? topic=152568.msg7260088#msg7260088)

Broseph Stalin - Underway

taptap

... and then it could be you!

DWARF LIST

You may be redorfed after death, but you'll need to come up with a new name. No resurrections, body-hopping or suspiciously similar distant cousins please.

Spoiler (click to show/hide)

Civilians

Quasar, Female, Mayor of Breadbowl (QuQuasar) - Dead (dragon) - Founder, Year 1 Overseer

Neblime, Male, Legendary Carpenter (Neblime) - Dead (goblins) - Founder, Year 2 Overseer

Bearskie, Male, Legendary Planter (Bearskie) - Dead (executed for murder) - Founder, Year 3 Overseer

Gwolfski, Male, Duke of Breadbowl (Gwolfski) - Dead (dragon) - Founder

Aristotle, Male, Philosopher (Aristotle)

May, Female, Chief Medical Dwarf (May) - Founder

Psychoangel - Male, Brewer - Custom profession "Le Grand Soaper" - Dead (drowned). - Founder

Hiddenleafguy, Male, Manager (Hiddenleafguy)

Tonnot, Male, Legendary Brewer (Tonnot)

Brassroast, Male, High Master Mason (LordBrassroast)

Illithid, Male, Legendary Armorsmith (Illithid) - Dead (dragon)

Dolwina, Female, Surgeon (Dolwin) - Dead (dragon) - Year 6 Overseer

Bismuth Lad, Male, Rock Collector - Dead (goblins)

ToniK, Female, Medic (ToniK)

Shûl-nak, Male, Legendary Weaponsmith (Shûl-nak)

Blitzgamer, Female, Metalsmith (Blitzgamer)

Darzen, Male, Furnace Operator (DDDragoni)

MoonytheHuman, Male, Crazy Mechanic (MoonytheHuman)

Imic, Male, "Wild Thing" Hammerer (Imic) - Dead (goblins)

Dirk, Female, Miner.

Vutok, Male, Woodcutter.

Murphy, Female, Mayor.

Ivomtad, Male, Grower.

Military

Taupe, Male, Spearmaster, Militia Commander (Taupe) - Founder

Sanctume, Male, Foremost Mace Lord (Sanctume) - Year 5 Overseer

NCommander, Male, Axe Lord, (NCommander) - Dead (goblins) - Year 10 Overseer

LordBrassroast, Female, Spearmaster (LordBrassroast)

Alexis, Female, Swordmaster (Gwolfski) - Dead (forgotten beast Tol Zongospongno)

Fairybrow, Male, Axe Lord (fairy eyebrow)

DDDragoni, Female, Axedwarf - Dead (forgotten beast Licesi Cavejuice)

Vortex, Female, Axe Lord, Militia Captain - Dead (forgotten beast Nokor the Hole of Vomit.)

Murky, Female, Judge Jury and Executioner (Quasar)

Techno, Female, Axe Lord (Pyro)

Angus, Female, Axe Lord (Urist McVoyager) - Dead (treachery)

Crazy Blades, Male, Swordmaster

Zuglarkun, Female, Speardwarf (Zuglarkun) - Went berserk/transcended mortality. Now part of the furniture in the dining room - Year 8 Overseer

Sqman - Male, Marksdwarf - Dead (trolled). - Year 4 Overseer

Pyro, Female, Legendary Furnace Operator (Pyro)

Japa, Male, Great Tracker (Japa)

Browedeyefairy, Female, Skilled Marksdwarf (fairy eyebrow) - Dead (goblins)

Kol Copperweaver, Male, Spearmaster, (TheFlame52)

Gordak, Male, Hammer Lord Big Sibrek, female, Militia Commander/Axelady Metalhead 183, male, Axelord Thunk, male, Doombringer/Axelord.

Quotable Quotes

Moved a few posts down because of character limit...

Title: Re: Breadbasket: a Succession Farm Post by: **neblime** on **August 13, 2015, 10:14:25 pm**

ooh I like this idea, actually having a goal of producing stuff! dorf and turn me please

may I also make the suggestion that we record what we export each year (if thats not too onerous)

Title: Re: Breadbasket: a Succession Farm Post by: Bearskie on August 13, 2015, 10:26:54 pm

Ooh, me too. Dorf and a turn as well please.

As for embark sites, perhaps look for maximum biome diversity, so we can increase the variety of animals we catch. War status and proximity with the goblins is said to help with sieges (not the usual minor skirmish status). Maybe you could also bump up the semimegabeast count to attract werebeasts and the like.

Title: Re: Breadbasket: a Succession Farm

Post by: PsychoAngel on August 13, 2015, 10:41:12 pm

Dorf me! I will make the finest soaps this farming colony has ever seen! I also will help with planting and/or brewing, whichever we need more. Just remember that we'll also need a lyemaker to go with my Grand Soaping. Change my profession title to "Le Grand Soaper" if you will.

As for an embark, all we need is plenty of soil, wide open space, and plenty of wood. A jungle would be just fine. Just make sure we have a lake or river nearby. As for sieges, I'm not too sure as to how to change how many occur. I know for a fact that they WILL start, at least in small mini-raids, as your wealth increases. You might be able to change that in the advanced world settings. As for other factors, I'll have to take a look around.

Can't wait to see this become the new capitol and house the queen or something. Hilarious.

Title: Re: Breadbasket: a Succession Farm

Post by: QuQuasar on August 14, 2015, 12:38:39 am

Quotable Quotes

Spoiler (click to show/hide)

Quote from: Taupe on August 24, 2015, 05:39:26 pm

"Crops and fruits and trees and booze! Nature is actually awesome!" the dwarves chanted and danced right before a dragon ate them all.

<u>Spoiler</u> (click to show/hide)

Quote from: QuQuasar on August 27, 2015, 04:07:03 am

WHAT HAPPENED TO YOU ALL? WHAT HAMSTERY HELL HAVE YOU SEEN?!

Spoiler (click to show/hide)

Quote from: Bearskie on August 30, 2015, 01:05:05 am

According to the laws of physics though, babies don't float too well Har har...

cough And the thing being, we can't retrieve the body because it's an aquifer. Erm. Yeah. That means we'll have a dead baby in our well. Well ^{muhaha} that got dark(er) real

<u>Spoiler</u> (click to show/hide)

Quote from: QuQuasar on September 17, 2015, 08:51:30 pm

Quote from: Bearskie on September 17, 2015, 08:23:36 pm

Quote from: QuQuasar on September 17, 2015, 07:53:29 pm

...it might take a bit of luck to get a breeding pair of ogres, and we'd have to mod the raws in order to make them trainable and get the dwarves to butcher them.

But once that's done, I can't think of any problems with breeding sapient creatures for consumption.

I was actually advocating breeding ogres just for the heck of it; maybe to sic them on our enemies, or for arena fights. Had no intention to err, actually eat them and all (honest).

... you'd have sapient creature's fight to the death for naught but the sadistic amusment of onlookers? You sicken me sir! Truly, I am disgusted beyond words!

Do you have any idea, any idea at all, what that would do to the tenderness of the meat?

Spoiler (click to show/hide)

Quote from: SQman on September 22, 2015, 08:00:12 am

Quote from: Bearskie on September 22, 2015, 07:57:45 am WHY IS THERE A NAKED GORLAK CHAINED TO YOUR COFFIN

(్ ర్రీ ్) you'd like to know, wouldn't you? (్ ర్రీ ్)

Spoiler (click to show/hide)

Quote from: Urist McVoyager on October 06, 2015, 11:13:28 am

Wait wait. Are we brewing BEARS now? Holy flying zombie carp that's Dwarven! It's like, do you take them to the brewery alive and drown them in the vats or do you butcher them first?

<u>Spoiler</u> (click to show/hide)

Quote from: Bearskie on October 07, 2015, 01:27:12 am

Quote from: QuQuasar on October 07, 2015, 12:42:35 am

I wonder what it does to living creatures? 😃

TO THE PUPPY TESTING CHAMBERS!

Spoiler (click to show/hide)

Quote from: Bearskie on October 07, 2015, 08:29:24 am

... hell, it was worth it. This is totally why they created Stonesense - for fictional fashion editorials.

<u>Spoiler</u> (click to show/hide)

Quote from: QuQuasar on October 07, 2015, 06:07:16 pm

Quote from: Bearskie on October 07, 2015, 08:29:24 am

~ Bonus shot!

Welcome to the Breadbowl Family



Oh dear, our dining hall is an absolute mess.

Pools of blood, water and strange liquids all over the floorboards and tables, splintery wooden tables and chairs (some of Neblimes earliest, lowest quality work) with weeds growing up from under them, statuary consists of naught but a pair of crappy rock salt statues, there are stinky, flea-ridden dogs *everywhere*...

... and for some reason a *rhino*? Why is there a rhino in the dining room? Who let it in? How did it even *get* in through the doors? We may never know.

Spoiler (click to show/hide)

`SQman' Muthkattashem, "`SQman' Mansionpull", His Majesty's ace hunter has been found dead.

Quote from: QuQuasar on October 09, 2015, 12:36:19 am

Goodbye, dearest SQman. May weeping gorlaks sing you to your sleep.

Quote from: SQman on October 09, 2015, 10:26:48 am

First dwarven blood this year and it's me. Well, at least i've died fighting a troll, not a hamster. I'm glad I'll finally fill my pretentiously opulent silver sarcophagus and spend eternity with my favourite gorlak.

Quote from: Bearskie on October 09, 2015, 10:44:54 am



Spoiler (click to show/hide)

Quote from: PyroTechno on October 26, 2015, 10:01:29 pm

Quote from: Taupe on October 26, 2015, 09:53:07 pm

Why do we have Miasma crops?

Why not?

Spoiler (click to show/hide)

Quote from: Dolwin on December 16, 2015, 12:39:06 pm

Subject 6: Medical Science

Unfortunately Kib Domasmorul, who was earmarked to be Patient 1, did not respond as intended to the initial clinical trial. Believed to be a lamentable fluke, minor corrections to the system have been instituted.

This is the resting place of Kib Domasmörul, Fisherdwarf.

Spoiler (click to show/hide)

<u>Sponer</u> (click to Show) finde) Quote from: Dolwin on December 18, 2015, 03:26:21 pm

```
The Elf Recruit punches The Giant Hamster in the lower body with her right hand, bruising the muscle!

The Giant Hamster has become enraged!

The Giant Hamster bites The Elf Wrestler in the head, tearing the muscle through the ({giant cave spider silk cap})!

An artery has been opened by the attack!

The Giant Hamster latches on firmly!

The Giant Hamster shakes The Elf Wrestler around by the head, tearing apart the head's muscle!

An artery in the head has been opened by the attack!
```

Mutkugusno, Giant Hamster "Martyrscribes" Enraged at all enemies!, &

Spoiler (click to show/hide)

Quote from: Bearskie on January 23, 2016, 01:19:06 am

I can't help but wonder what's going on in that goblin diplomat's mind. Every year he pays us a visit, every year he finds a mountain of goblin and ogre corpses waiting for him.

Spoiler (click to show/hide)

Quote from: NCommander on June 10, 2016, 10:12:23 am

A dragon showed up. I'm trying to catch it. Most of the fort is on fire.

Quote from: NCommander on June 10, 2016, 03:24:17 pm

The roads of Breadbowl are on fire. The fire burns one down, spreads to the next, and it continues. I now have !!dwarfs!!

The trade depot ignited and exploded. The cage traps melted. The military can't get close. Everything is !!fire!!

Quote from: TheFlame52 on June 10, 2016, 03:53:29 pm

FUCK WHY IS EVERYTHING MADE OF WOOD

Quote

yeah, the surface is completely uninhabitable, and the heat is starting fires a few z-levels up. ... 0/2 on cavarens escaping. I think we have !!elfs!!, I can't see through all the

The forges are now !!forges!!

Quote from: NCommander on June 10, 2016, 05:55:59 pm

I'll admit, I've lost in interesting ways, but I've never literally incinerated a fortress before.

Quote from: NCommander on June 10, 2016, 06:03:01 pm

60 dead in a turn is a new record for me.

Spoiler (click to show/hide)

Quote from: NCommander on June 10, 2016, 06:14:00 pm

Incidentally, and to leave things on a more insane note, I had a slight accident with the ocean. As we don't have it anymore.

Quote from: TheFlame52 on June 10, 2016, 06:45:14 pm

DID YOU ACCIDENTALLY DRAIN THE WHOLE OCEAN

Spoiler (click to show/hide)

Quote from: NCommander on July 05, 2016, 11:49:57 am

Honestly, at this point, I'm expecting when Breadbowl falls, Taupe will be the last dwarf standing in a wasteland of crumbs.

Spoiler (click to show/hide)

Quote from: Sanctume on September 01, 2016, 11:23:20 am

Quote from: HMetal2001 on September 01, 2016, 11:14:46 am

... why does this exist?

Avuz Uzolgérig, Giant Louse (Tame)

The giant louse is on the loose and some loser dwarf has blood to lose.

Spoiler (click to show/hide)

Quote from: QuQuasar on September 20, 2016, 09:50:47 pm

The quintessential Breadbowl experience: mountains of corpses rotting in the neverending rain and everyone too drunk to care.

Spoiler (click to show/hide)

Quote from: luneya on October 04, 2016, 07:14:55 pm

The reason I posted a death list instead of a survivors list was because I figured those dwarves needed to be memorialized somewhere. It's darned sure that I'll never get all of their bodies properly entombed.

Spoiler (click to show/hide)

Quote from: TheFlame52 on October 05, 2016, 05:54:05 pm

Nicknaming all the orphans really adds atmosphere to the place. There are probably a bunch more now.

Spoiler (click to show/hide)

Quote from: Taupe on October 05, 2016, 09:12:27 pm

... wow... that peaceful paradise of micro-management and efficiency sure went to fucking shit in a matter of turns didn't it.

<u>Spoiler</u> (click to show/hide)

Quote from: QuQuasar on October 21, 2016, 04:45:12 am

Oh, and another thing... it appears one of our Giant Hamsters liquified a Rhinocerous and is now wearing it's flesh.

...

... what the fuck did I just type?

Quote

may I also make the suggestion that we record what we export each year (if thats not too onerous)

I like that idea. It means we can set a goal for Breadbasket to meet: let's say... 3000 units of food and 6000 units of booze per year. (I think that's around 100/200 barrels of each)

We should be able to measure it easily enough by subtracting what we've got on the stocks screen after trading from what we had before. The overseer just needs to remember to take a screenshot before trading.

I admit this sounds pretty tedious compared to simply counting the barrels as we trade them, but it would hold up better later once we're producing a couple hundred barrels each season, and allow us to factor in any unbarrelled food we trade.

Quote

Dorf me! I will make the finest soaps this farming colony has ever seen!

Well... soap's a food, right? I mean, it's made from tallow.

Title: Re: Breadbasket: a Succession Farm

Post by: **QuQuasar** on **August 14, 2015, 03:22:47 am**

I think I found a good embark site:



3 biomes providing a variety of wildlife, a rainforest for more wood than we could possibly use, an aquifer for fresh water, a coastline whose rocky shore extends below the aquifer (both keeping the aquifer fresh and allowing us access to below), all neighbors except a Tower and best of all: nice, fertile soil for farming. It's the perfect place!

Now, I know what you're thinking! "Should I be worried that it says "**The Hill of Death**" over there?" But I can assure you, reports of the Hill's Death have been greatly exaggerated. The truth is, it's deathness is not even that death-like! It's more like the hill of deep sleep. And who doesn't enjoy a good sleep now and again?

Title: Re: Breadbasket: a Succession Farm
Post by: Bearskie on August 14, 2015, 03:37:07 am

I'm not worried. I'm just mildly terrified at the possibility of reanimating undead sperm whales.

Title: Re: Breadbasket: a Succession Farm
Post by: Gwolfski on August 14, 2015, 05:01:52 am

i wanna go + dwarf make me in charge of architecture and mechanics and animal training pls.

Title: Re: Breadbasket: a Succession Farm
Post by: Taupe on August 14, 2015, 10:17:28 am

Oh, that sounds nice. I'm in. I'll take any soldier you get.

Title: Re: Breadbowl: a Succession Farm
Post by: QuQuasar on August 14, 2015, 05:38:27 pm

Embark begins! We are 'The Farms of Hammers' (it's short for 'The Farmers of Not Being Hammered') and we have embarked to Imarust, "Breadbowl".

```
Citizens (7)
'Neblime' Besmarostar, Carpenter No Job
'May' Olinesmul, Animal Trainer No Job
'Psychoangel' Erithritas, Le Grnd Spr No Job
'Quasar' Ustutharkim, expedition ledr No Job
 Bearskie' Adagbomrek, Planter
'Gwolfski' Uristirtir, Architect
'Taupe' Ilromilral, Peasant
 Pets/Livestock (30)
Stray Two-humped Camel (Tame)
Stray Horse (Tame)
                                                                                            Tame
                                                                                            Tame
                                                                                            Tame
                                                                                            Tame
                                                                                            Tame
                                                                                            Tame
 Stray Blue Peacock (Tame)
                                                                                            Tame
Stray Blue Peacock (Tame)
Stray Blue Peacock (Tame)
Stray Guineacock (Tame)
Stray Gander (Tame)
Stray Goose (Tame)
Stray Drake (Tame)
Stray Duck (Tame)
Stray Rooster (Tame)
Stray Hen (Tame)
                                                                                            Tame
                                                                                            Tame
                                                                                            Tame
                                                                                            Tame
                                                                                            Tame
                                                                                            Tame
                                                                                            Tame
                                                                                            Tame
                                                                                            Tame
Stray Hen (lame)
Stray Boar (Tame)
Stray Sow (Tame)
Stray Ram (Tame)
Stray Ewe (Tame)
Stray Gat (Tame)
Stray Gat (Tame)
                                                                                            Tame
                                                                                            Tame
Stray Dog (Tame)
                                                                                            Tame
```

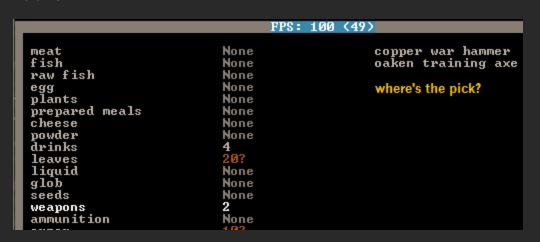


I brought very little food and drink (we'll be producing more than we can eat very shortly) a load of animals, all the different types of garden vegetables, leather for bags, bronze for Taupe (who will be making his own weapons and armour), a copper warhammer to remind ourselves of why we're here, and a few lumps of cobaltite. Not that we'll need it, because we can just dig over in the...

... oh no...

. . .

I didn't.



I diiiid.

...

WELL THIS IS OFF TO A GREAT START.

Title: Re: Breadbowl: a Succession Farm

Post by: FallacyofUrist on August 14, 2015, 05:49:45 pm

- ... dwarf me as the- never mind, the spots are all taken.
- ... you forgot the pick.
- ... what.
- ... seriously, what?

Title: Re: Breadbowl: a Succession Farm

Post by: QuQuasar on August 14, 2015, 07:22:15 pm

End of Spring.



So far, nothing important has happened. A **Giant Moth** and **Giant Horseshoe Crab** passed through, but I didn't bother them so they didn't bother me. And then an entire herd of wild cavy's appeared. D'aaw. And then Giant Grey Parrot's and a Monitor Lizard. I am *loving* the wildlife here.

Taupe made his own bronze armour and declared himself **The Shafts of Fortifying**, and May made cave fish leather armour for everyone else. May also trained up the dogs into war dogs, and I assigned one of them to each of us.

No signs of whatever The Hill Of Death does. The place seems pretty normal so far. If it weren't for the glumprongs, you'd never know it was an evil biome.

In terms of highest usable skill at the moment, these are the tasks everyone seems to have fallen into:

- * Neblime: female, Carpenter
- * Gwolfski: male, Woodcutter
- * May: female, Bookkeeper
- * Psychoangel: male, Brewer
- * Bearskie: male, Planter
- * Taupe: male, Militia Commander
- * Quasar: female, Cook

Crops being grown:

Maize, Potato, Prickle berries, Rice, Rye, Sweet Potato, Whip vines

Title: Re: Breadbowl: a Succession Farm Post by: Hiddenleafguy on August 14, 2015, 08:05:58 pm

Dorf me as the first noble that arrives!

```
Title: Re: Breadbowl: a Succession Farm
Post by: Taupe on August 14, 2015, 08:11:03 pm
```

Soooo I guess we seriously need to produce food and trade it now if we ever want to expand. It's not like we can actually dig or anything.

```
Title: Re: Breadbowl: a Succession Farm
Post by: QuQuasar on August 14, 2015, 08:27:41 pm
```

A Coati came after May, our bookkeeper. It fared poorly against a trained wardog, and May found an opening to aid her friend, delivering a punch to the head that was surprisingly savage for a dwarf so timid and weak.

```
The war Dog attacks The Coati but He jumps away!
The war Dog scratches The Coati in the right rear paw, tearing the fat
and bruising the muscle!
The war Dog scratches The Coati in the left front leg, tearing the fat!
The war Dog misses The Coati!
The war Dog attacks The Coati but He jumps away!
The war Dog attacks The Coati but He jumps away!
The war Dog scratches The Coati in the neck, tearing the fat and bruising
the muscle!
The war Dog attacks The Coati but He jumps away!
The war Dog scratches The Coati in the right front paw, denting the skin and bruising the muscle!
The war Dog attacks The Coati but He jumps away!
The war Dog scratches The Coati in the right rear leg, tearing the fat and bruising the muscle!
                    in to pain.
The war Dog scratches The Coati in the head, tearing the fat and bruising the muscle!
The war Dog scratches The Coati in the head, tearing the fat and bruising the muscle, bruising the skull!

The war Dog scratches The Coati in the head, tearing the fat and bruising
the muscle and bruising the skull!

The bookkeeper punches The Coati in the head with her left hand and the injured part explodes into gore!
→An artery has been opened by the attack!
```

We butchered it promptly. The first meat in Breadbowl!

... tastes pretty much the same as dog.

Migrants!

```
Pets/Livestock (34)
Citizens (11)
                                                                                Others (4)
                                                                                                              Dead/Missing (1)
 'Neblime' Besmarostar, Carpenter
'Gwolfski' Uristirtir, militia captain
'May' Olinesmul, bookkeeper
'Psychoangel' Erithritas, Le Grand Soaper
Kadol Ableltotto, Farmer
'Quasar' Ustutharkim, expedition leader
                                                                                          On Break
                                                                                          Construct Building
                                                                                          Construct Building
                                                                                          Brew drink from plant/R
                                                                                          New Arrival
                                                                                          No Job
'Taupe' Ilromilral, militia com
'Bearskie' Adagbomrek, Planter
Tobul Mingkiloslan, Planter
Obok Enasstakud, Spinner
Dodok Keskalkemsor, Pump Operato
                                                                                          Construct Building
                                                                                          Plant Seeds
                                                                                         New Arrival
New Arrival
                                                                                          New Arrival
```

A farmer with skill in tanning and milling. He now our dedicated butcher, and I've had him take over milling. I've been doing it myself until now, and my arms were getting tired.

A planter, who will join Bearskie in the fields asap.

A spinner and a pump operator, who are both pretty much completely useless. They will help build the village until I can provide better tasks for them.

They also bring with them a yak calf, a keet, and a puppy.

End of Summer

Summer draws to a close, and it is a relief to say the least to be out of the tropical summer sun. And we're out of it in more ways than one: the dining hall is roofed off!



I have also begun construction on apartment blocks to house our farmers: once the caravan arrives and provides us a pick, we can expand them with live-in cellars, aquifer notwithstanding.

Oh, and Taupe has a dedicated Barracks to train in now, and has forgone actual productive work in favor of "Training". I suspect he's just looking for ways to avoid work, the moocher, but it does not do to question the guy wearing full bronze armour and a spear.

FallacyofUrist, still want to be dwarfed? We've got a few spares now. Hiddenleafguy, we're still waiting on Nobles.

Title: Re: Breadbowl: a Succession Farm
Post by: Taupe on August 14, 2015, 08:59:32 pm

Oh yes a barrack! Say, was that bronze armor simply crafted at an anvil, or was it the product of a strange mood?

We probably want to floor the buildings before adding some roofing, to avoid trees and such crashing things up...

Title: Re: Breadbowl: a Succession Farm
Post by: Hiddenleafguy on August 14, 2015, 09:06:46 pm

I can wait for a noble, until then, listen to music (https://m.youtube.com/watch? v=lhjk5x54bsE&itct=CDgQpDAYAiITCPG02KWP_sICFcGUagodHWAA7VISUGhvbml4IHdyaWdodCBzb25n&client=mv-google&hl=en&gl=US). (Actually was listening to this when I read the new update.)

Title: Re: Breadbowl: a Succession Farm
Post by: Bearskie on August 14, 2015, 09:49:38 pm

Quote from: Taupe on August 14, 2015, 08:59:32 pm

We probably want to floor the buildings before adding some roofing, to avoid trees and such crashing things up...

Since we're a farm-themed fortress, we could always just fallow the floor area into farm plots if we're looking for a shortcut. Still prevents trees from growing.

I like the way this is going. Above-ground fortress? Woo-yeah :D

Title: Re: Breadbowl: a Succession Farm
Post by: Taupe on August 14, 2015, 10:06:48 pm

Quote from: Bearskie on August 14, 2015, 09:49:38 pm

Quote from: Taupe on August 14, 2015, 08:59:32 pm

We probably want to floor the buildings before adding some roofing, to avoid trees and such crashing things up...

Since we're a farm-themed fortress, we could always just fallow the floor area into farm plots if we're looking for a shortcut. Still prevents trees from growing.

I like the way this is going. Above-ground fortress? Woo-yeah:D

True but somehow I think putting farm plots between every single dorm bed is a bit extreme and ugly.

Title: Re: Breadbowl: a Succession Farm

Post by: QuQuasar on August 14, 2015, 10:31:23 pm

So it turns out we've got a king, not a queen. Far be it for me to question the monarch's gender identity, so I'm editing all the previous posts.

The caravan is here to take the products of three seasons of work back to King Sibrek, and hopefully to bring us some much needed goods, including, more importantly than anything, a pick.



Before I could deal with that, however, I had a meeting with the liason. Fath is a tall woman with incredible muscles. At first I feared her for a hammerer, but she proved a reasonable dwarf and indeed seemed far more concerned about our plight out here than the King ever did. Together we worked out an agreement on what the caravan should bring next year.

```
Fath Likotoslan: I am your liaison from the Mountainhomes. Let's discuss your situation.
 A short, sturdy creature fond of drink and industry.
       She has loaded a tall body with incredible muscles. Her nose is sharply hooked. Her hair is clean-shaven. Her slate gray eyes are sunken. Her somewhat narrow ears are short. Her hair is gray with flecks of burnt sienna. Her skin is cinnamon.
 The world is the same as ever.
 What requests do you have of our merchants?
  Good
                                                                                                                                 Priority
                                                                                                                                                                                                                                                                                                           Prior:
                                                                                                                                                                            Good
                                                                                                                                                                            Dog 9
Dog 8
Cat 9
Cat 8
  Iron Bars
Gold Bars
                                                                                                                                  --101
                                                                                                                                 -101-
  Silver Bars
  Copper Bars
Nickel Bars
Zinc Bars
                                                                                                                                 -101-
                                                                                                                                 0!---
                                                                                                                                                                            Mule ♂
                                                                                                                                 0!---
                                                                                                                                                                             Donkey
                                                                                                                                                                                                                                                                                                            Bronze Bars
Brass Bars
Steel Bars
                                                                                                                                 -101-
                                                                                                                                                                            Donkey &
                                                                                                                                 01-
                                                                                                                                                                            Horse
                                                                                                                                       -101
                                                                                                                                                                            Horse
                                                                                                                                                                            Cow P
Bull &
  Pig Iron Bars
                                                                                                                                 --101
                                                                                                                                                                            Ewe $
Ram &
                                                                                                                                 -:0:-
-:0:-
-:0:-
  Crossbows
  Maces
                                                                                                                                                                            Sow P
 Spears
Short Swords
War Hammers
                                                                                                                                                                            Boar &
                                                                                                                                                                            Nanny Goat &
Billy Goat &
                                                                                                                                 -101-
  Battle Axes
                                                                                                                                 -101-
                                                                                                                                                                            Cavy Sow P
Cavy Boar &
Duck P
                                                                                                                                                                                                                                                                                                            |0|--
|0|--
  Leather Armor
Mail Shirts
                                                                                                                                  -101-
                                                                                                                                 -101-
                                                                                                                                                                            Drake &
                                                                                                                                                                           Drake & Water Buffalo Cow & Water Buffalo Bull & Reindeer Cow & Reindeer Bull & Goose & Gander & Yak Cow & Yak Bull & Llama & 
                                                                                                                                                                                                                                                                                                           |0|--
|0|--
|0|--
  Breastplates
                                                                                                                                 -101-
 Caps
Helms
                                                                                                                                  -101-
                                                                                                                                 0!---
 Hoods
                                                                                                                                 -101-
                                                                                                                                                                                                                                                                                                           01-
  Leggings
                                                                                                                                                                                                                                                                                                           10 | ---
10 | ---
10 | ---
10 | ---
10 | ---
                                                                                                                                -iŏi-
  Greaves
  Trousers
                                                                                                                                                                            Llama P
                                                                                                                                 -101-
 High Boots
                                                                                                                                                                            Llama &
 Socks
                                                                                                                                                                            Alpaca P
 Shoes
                                                                                                                                0!---
                                                                                                                                                                            Alpaca &
                                                                                                                                 --101
 Marble
                                                                                                                                                                           Red Spinach Leaves
Caper Leaves
                                                                                                                                      -101
                                                                                                                                                                                                                                                                                                            101
 Hematite
                                                                                                                                 --101
                                                                                                                                                                                                                                                                                                            0
 Limonite
                                                                                                                              101
                                                                                                                                                                            Capers
 Garnierite
                                                                                                                                                                           Caper Berries
Quarry Bush Leaves
Strawberries
 Gold Nuggets
                                                                                                                                Silver Nuggets
Malachite
Galena
Sphalerite
Cassiterite
                                                                                                                                                                                                                                                                                                            | Ŏ |
| O |
                                                                                                                                                                            Purple Amaranth Leaves
                                                                                                                                                                            Onions
                                                                                                                                                                            Cranberries
                                                                                                                                                                                                                                                                                                            101
                                                                                                                                                                            Bilberries
                                                                                                                                                                                                                                                                                                            101
 Bituminous Coal
                                                                                                                                                                            Blood Amaranth Leaves
Elephant—head Amaranth Leaves
                                                                                                                                                                                                                                                                                                            101
 Lignite
Platinum Nuggets
                                                                                                                                                                                                                                                                                                            101
Cinnabar
Cobaltite
                                                                                                                                0 ¦-
                                                                                                                                                                            Bitter Melon Leaves
Bitter Melons
                                                                                                                                                                                                                                                                                                            101
                                                                                                                                                                                                                                                                                                            101
Tetrahedrite
Horn Silver
                                                                                                                                     -101
-101
                                                                                                                                                                                                                                                                                                            101
                                                                                                                                                                            Eggplants
                                                                                                                                                                           Peppers
Squashes
                                                                                                                                                                                                                                                                                                            101
                                                                                                                                                                                                                                                                                                            101
Fath Likotoslan: Farewell, 'Quasar' Ustutharkim. I look forward to our meeting next year. Our fortunes rise and fall together.
```

I ordered weapons, armour, and additional animals and growable vegetables. Additionally, believing myself quite the cunning merchant, I suggested the use of raw metal ores could be useful in the storing of produce. Fath pointed out that I didn't need to lie to her: we both knew I was only interested in getting cheap metal for arms and armour, but she would enter raw ore into the books on my behalf nonetheless.

I must admit, I quite like our liason.

After that was finished with, it was time to trade away our hard-earned produce. Let's hope the King doesn't notice that all the roasts we're sending him have been sitting out in the weather in an outdoor stockpile for several months...

```
Outpost Imarust, "Breadbowl" FPS: 100 (50)
   Animals Kitchen Stone Stocks Health
 Created Wealth:
                                                       11
                                   Population:
 You need a broker with the appraisal skill.
                                                          None
2
                                   Miners
                                                                 Axedwarves
                                                                                         None
                                                                  Axe Lords
                                                                                         None
                                   Stoneworkers
                                                          None
                                                                  Swordsdwarves
                                                                                         None
                                   Rangers
                                                          None
                                                                  Swordmasters
                                                                                         None
                                   Metalsmiths
 Trade Information:
                                                          None
                                                                                         None
                                   Jewelers
                                                          None
                                                                                         None
 You need a broker with the appraisal skill.
                                                                  Hammerdwarves
                                   Craftsdwarves
                                                          None
                                                                                         None
                                                                  Hammer Lords
                                                                                         None
                                   Nobles/Admins
                                                          None
                                                                 Speardwarves
Spearmasters
Marksdwarves
                                   Peasants
                                                                                         None
                                   Dwarven Childrn +
Fishery Workers #
                                                          None
                                                          None
                                                                                         None
                                                                  Elite Mrksdwrvs
Wrestlers
 Food Stores:
                 617
                                                                                         None
                          118
324
142
          None
                                                                                         None
                                   Trained Animals A 8
Other Animals A 26
  Fish
          None
33
                                                                  Elite Wrestlers
                                                                                         None
                                                                  Recruit/Others
  Plant 
                  Other
                                                                                         None
```

```
## with a company of the company of
```

I went over our first output carefully. Our drink production had been impressive, providing a large quantity of a variety of drinks, but sadly we were informed it wasn't worth much back in the mountainhome.

The merchants seemed far more interested in our fresh food, however. We provided them with a full wagon worth of **Lesser Yams**, **Maize, Rye and Whip Vine flour**, **Peahen Eggs** and **Peppers**. We even gave them some of the leftover **Coati meat** for the trip back

```
prepared meals
prepared meals
                                                                                                                 To calculate a trades quantity...
meat
fish
raw fish
                                         None
                                                                          prepared meals
                                          None
                                                                          prepared meals
prepared meals
prepared meals
                                                                                                    [13]
[22]
[29]
egg
plants
                                         48
83
                                                                                                                 * Move everything to the trade depot.
prepared meals
cheese
powder
                                         None
None
17
                                                                                                                 Trader's don't bring prepared meals, so if you trade everything, the total of both numbers is your output.  
drinks
                                         324
leaves
limuid
                                         None
None
                                                                                                                 Trader's *do* bring drinks, but they will be restricted, so your trade quantity is the white value.
```

So that's 0 + 125 Prepared Meals, and 324 Drinks.

You have to trade all your meals and drink for this to work, though. :D

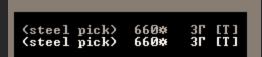
Note:I was wrong about the stocks screen. When you move it to the trade depot, food disappears from "Other". Future overseers be aware: you'll need to use the above strategy with the stocks screen ('z', 'stocks') to calculate it.

Another Note: If you can't trade all of it for whatever reason, the above strategy can still be used: you'll just have to subtract the 'after trade' values from the 'before trade' values.

All in all, we had **125** units of food and **324** of drink to give them. I can only hope that will be enough to satisfy the King for now. We have a long way to go to reach our productivity goal of 3000 food and 6000 drink, but this is progress. Surely his majesty can see that.

Oh god we're all going to get hammered.

By Armok did these merchants ever see us coming.



You asshole's couldn't have brought anything cheaper? Like, I dunno... copper?!

No... no I suppose not.

Welp, we need those picks. Guess we're splurging. Whoever takes up mining here in breadbowl is getting really good equipment

Title: Re: Breadbowl: a Succession Farm
Post by: Taupe on August 14, 2015, 10:52:10 pm

Quote from: QuQuasar on August 14, 2015, 10:31:23 pm

After that was finished with, it was time to trade away our hard-earned produce. Let's hope the King doesn't notice that all the roasts we're sending him have been sitting out in the weather in an outdoor stockpile for several months...

Ain't nothing that can't be covered by fine enough mincing and one's one weight in dwarven syrup.

Title: Re: Breadbowl: a Succession Farm
Post by: QuQuasar on August 15, 2015, 12:22:44 am

Well, after everything, we actually got a pretty good deal for a new outpost. They still got the best of it by a long way, but we gained quite a few new weapons and bits of armour, a Water Buffalo bull and Llama, cloth, leather, a few cut gems, and a few other bits 'n bobs.

And, of course, the most important thing...



Armok be praised! STRIKE THE EARTH!

4 new migrants!

- * A Hunter, male, who immediately lived up to his profession and took down a wild boar for us. Married to...
- * a Glazer, female. We could possibly build a kiln and start making clay equipment: we certainly have the wood for it.
- * a Brewer, male. Why not, we can always use a backup in case anything happens to Psychoangel. That's... that's a terrible thing to say.
- * a Tanner, female. Slightly more experienced than Kadol, I've once again moved the butchering duties about.

Still no sign of evil from The Hill Of Death. Perhaps the expedition organizer was not lying when they said the reports had been greatly overexaggerated. It must be one of the tamest lands of evil in this world. Perhaps it's evil has bled away with time, leaving nothing left but old rumours and superstition.

Either that or it's horrifyingly lethal effects are all long term.

That's neat: it looks like Onul, our hunter, took down two wild boar sow's. Meat for the mountainhome!

I wonder what Onul is hunting now?



NOPE.

No more hunting.

No more meat for anybody ever.

In fact, just stay in your homes and don't come out until it goes away.

'Neblime' Besmarostar, Carpenter cancels Construct Bed: Interrupted by Giant King Cobra.
'Gwolfski' Uristirtir, militia captain cancels Store Item in Stockpile: Interrupted by Giant King Cobra.

WHAT DID I JUST TELL YOU IDIOTS?!

The Giant King Cobra bites The Carpenter in the upper body, lightly tapping the target!

The Giant King Cobra bites The Carpenter in the left lower arm, bruising the fat through the (cave spider silk robe)!

Holy shit Neblime, are you okay?

"Relax, I'm fine."

It bit you!

"Don't worry, it's just a bruise. She only tapped me. She's just playing!"

No. No I'm pretty sure that was it trying to kill you.

"Whose a good giant terrifying snake? You are, yes you are."

Dammit, I'm sorry to do this. Taupe? Kill it. And try not to die.

"Awww..."

Wow that thing has a surprising turn of speed for what is basically a tube with teeth...

... but over short distances, **nothing** outruns a dwarf.

```
The militia commander stabs The Giant King Cobra in the tail with his *bronze spear*, tearing the fat!

The *bronze spear* has lodged firmly in the wound!

The militia commander stabs The Giant King Cobra in the right eye with his *bronze spear* and the injured part is cloven asunder!

The militia commander attacks The Giant King Cobra but She jumps away!

The militia commander stabs The Giant King Cobra in the tail with his *bronze spear*, tearing the muscle!

The militia commander stabs The Giant King Cobra in the head with his *bronze spear*, tearing the muscle, fracturing the skull!

A tendon in the skull has been torn!

The *bronze spear* has lodged firmly in the wound!

The Giant King Cobra collapses and falls to the ground from over-exertion.

The militia commander pulls on the embedded *bronze spear*.

The militia commander stabs The Giant King Cobra in the head with his *bronze spear*, tearing the muscle, chipping the skull and tearing the brain!

A tendon in the skull has been torn!

*The *bronze spear* has lodged firmly in the wound!
```

Except another dwarf. Gwolfski, you weren't even supposed to chase the snake, but when the guy wearing full bronze armour can outrun you...maybe consider an exercise regime or something?.



Urgh. Bug people.



Autumn draws to a close, and winter comes to entomb us.

Or it would, if it wasn't *really bloody hot all the time*. But at least it'll be cooler during the winter months.



While we were digging the wells, we discovered a way below the aquifer directly beneath the main hall. So... that's convenient. Better yet, we've struck bitumous coal and limonite! Now if we can just find some flux, we should be all set.

The apartments are complete, and can comfortably house 20 dwarves. We'll need a lot more in the future, but for now it's sufficient.

We've built a metal forging shop to the east. Nothing there yet, but there will be soon enough...

We've built a large palisade for the grazing animal's benefit. It won't keep out a determined enemy, and should probably be subdivided into separate pens for each species of animal in the future, but it's a foundation on which to build...

I sent Taupe to take care of a **Giant Tick** that was scaring dwarves in the western part of the village. **Medtob** the Tanner was already pummelling it by the time he reached it, and although the speardwarf got a few good stabs in, the Kill went to Medtob when she punched it in the brain. I'm not entirely sure what happened to the beast after that, and I'm not going to ask. Given that Medtob does double duty as our butcher, I have a sneaking suspicion the King is going to be enjoying some rather... *exotic*... dishes soon enough.

```
giant king cobra sweetbread prepared giant king cobra spleen prepared giant king cobra kidney [2] prepared giant king cobra brain giant king cobra meat [15] prepared giant tick eye [2] prepared giant tick heart prepared giant tick intestines [8] prepared giant tick brain [2] Giant Tick chitin giant tick meat [23]
```

Title: Re: Breadbowl: a Succession Farm
Post by: Taupe on August 15, 2015, 01:53:35 am

Wow, I actually stabbed the snake through both eyes and twisted until the brain poured out? My dwarf is a baller.

Title: Re: Breadbowl: a Succession Farm
Post by: QuQuasar on August 15, 2015, 02:52:19 am

AAAARGH! We're under attack!

the Thrips Woman is fighting!

the Thrips Man is fighting!

THE BUG PEOPLE ARE COMING! THE BUG PEOPLE ARE...

```
Thrips Man corpse

"A spattering of thrips man ichor

Thrips Man: I've been injured badly. There is no hope!
The war Dog scratches The Thrips Man in the first left lower arm, chipping the chitin!
A tendon has been torn!
The Thrips Man gives in to pain.
The war Dog scratches The Thrips Man in the thumb, first right hand and the injured part is torn apart!
A tendon has been torn!
The war Dog scratches The Thrips Man in the head, chipping the chitin and bruising the muscle and bruising the brain!
```

... kinda sad, really. I mean, you'd think it'd defend itself or something. I kinda feel sorry for-

OH GOD!

THERE'S BUG BLOOD ON THE DINING TABLE!

UUUAARRGH!

Thief! Protect the hoard from- pfffhahahahahah "hoard". Haaaah. Heh. Poor kobold was probably just hungry. Taupe, see if you can run it down.

[five minutes later] ... no luck? No worries, I didn't really expect you to to catch it.

Whoops.

You have discovered an expansive cavern deep underground.

Press Enter to close window

Alright, not a problem. Just wall it off for now. We'll come back later.

Thief!

Meh. Not even worth going outside to check. They always run away anyway. I'm sure it's no big deal...



AAAAAARGH!

THE BUG PEOPLE ARE COMING! THE BUG PEOPLE ARE- Kobolds are a type of bug, right?



Oh, he ran away. Nevermind then. Back to work.

Title: Re: Breadbowl: a Succession Farm

Post by: Bearskie on August 15, 2015, 03:20:22 am

Quote from: QuQuasar on August 15, 2015, 02:52:19 am

OH GOD!

THERE'S BUG BLOOD ON THE DINING TABLE!

UUUAARRGH!

Hearing Quasar's shouting, Bearskie hurriedly pops his head into the dining room with a hungry expression. "Cor! Is there bug meat on the table too? Hadn't had one of those since 67, when me good ol' dad stabbed a whole giant mosquito for us and skewered it over the fire."

"Course," he sniffed through the cloud of nostalgia, "We did all ended up puking our guts out the next day. Beautiful."

Title: Re: Breadbowl: a Succession Farm

Post by: Gwolfski on August 15, 2015, 04:36:05 am

just trade the caravan for some metal trinkets and melt them down. sometimes its cheapoer than a pick. sometimes not tho. however, if the caravan brings and ore, get it, cos it will be cheaper.

Title: Re: Breadbowl: a Succession Farm

Post by: **QuQuasar** on **August 15, 2015, 05:58:39 am**

Goddamn it Medtob.

Something has collapsed on the surface!
Medtob Zimesholin, militia captain cancels Remove Construction:
Unconscious.

The militia captain's upper body takes the full force of the impact, bruising the muscle, jamming the right floating ribs through the liver and tearing the liver!
The militia captain regains consciousness.
The militia captain gives in to pain.

Did you really just fall 3 stories from the roof to the lower cellar of the food storage area? Straight through our still and everything?

Idiot. I guess now you'll get to see our new hospital up close...



... wait. Does anyone here do doctoring?

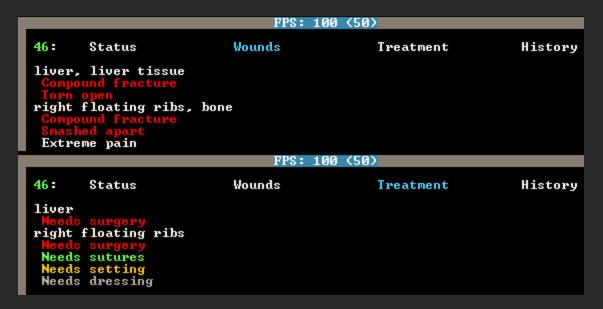
Aw crud. Okay, well, whose our butcher?

Dammit Medtob. YOU ANGERED THE INSECT GODS WHEN YOU KILLED THAT TICK. THIS IS YOUR FAULT.

Oi, May! You do leatherworking, right? That's *kinda* like being a clothier, and sewing is like, 90% of medicine.

Close enough! Get in there. You're our new chief medical dwarf.

So wait... you're telling me the Still severely damaged her liver?



Is that irony? I think that's irony.

Oh well. Surgery. You up for it May? 'course you are.

Well, that's that. After three days in the cellars beneath the dining hall, and some rather bloodcurdling screams, both Medtob and May come out of the hospital covered in blood and looking the worse for wear.

```
FPS: 100 (49)
46:
        Status
                             Wounds
                                                  Treatment
                                                                       History
28th Moonstone, 236: Brought to rest in Bed
                                               Dodok Keskalkemsor, Miner
1st Opal, 236: Evaluated
                                                'May' Olinesmul, chief medical dwarf
1st Opal, 236: Compound fracture of
                                                'May' Olinesmul, chief medical dwarf
2nd Opal, 236: Evaluated
                                                'May' Olinesmul, chief medical dwarf
 nd Opal, 236: Received pig tail fib
                                                'May' Olinesmul, chief medical dwarf
2nd Opal, 236: Had right floating ribs se
- 'May' Olinesmul, chief medical dwarf
3rd Opal, 236: Received pig tail fiber dressing on right floating ribs
- 'May' Olinesmul, chief medical dwarf
```

Medtob is alive though, and back at work despite what must surely be quite a lot of pain. Brave dwarf.

May is understandably proud of her work, and has asked to keep the title. I told her I can't guarantee anything under future overseers, but at least for the time being, she's chief medical dwarf of this fortress.

Spring has arrived on the calender

And with that I choose to step down. I've even cooked us a feast to celebrate the turning of the year:

'Quasar' Ustutharkim has cooked a masterpiece! Spring has arrived on the calendar.

The place is small, but always bustling: it's starting to feel like a proper home.



After the gory sights of the refuse pile made more than a few of us queasy, I asked the others to erect a palisade between us and it. I've also had food storage cellars dug out below the food processing area.



The dining hall now has two rocksalt statues made by Gwolfski: one of peahens and one of hippo's.

The wells are functional and very fancy. Some flooring tiles are all that is left to do to turn this place into a legendary dining hall, albeit one made of wood.

The barracks should also be roofed. It seems unfair to force Taupe to continue to train in the weather.



Subdividing the animal pasture would be my next task, were I taking another year in this thankless job. That and expanding the apartment complex. 20 rooms is nowhere near enough for the numbers we expect.



The most notable task this winter was probably the digging of the Tombs. It's a maze-like catacombs that features 8 relatively humble tombs for the founders of this place plus one other (I think Medtob has earned it, though the decision is no longer up to me), and plenty of dead ends for coffins and slabs for others. The coffins aren't in place yet, but they will be within the month.

Finally, I think I'll give the job of overseer to Neblime: her carpentry, more than anything I've done, has made Breadbowl what it is today. We'll see what she can achieve with a bit more power.

Signing off, Quasar Head Cook of Breadbowl

Title: Re: Breadbowl: a Succession Farm
Post by: QuQuasar on August 15, 2015, 10:08:49 am

So, that's that. Save's here.

http://dffd.bay12games.com/file.php?id=11061

Thoughts:

- * "Hill of Death" my arse. Damn place didn't do a thing all year. Tamest evil biome I've ever seen.
- * It can take a bit to recover after trading away all your food: not because of the food itself, but because of *barrels*. Dorf!Neblime, as a master carpenter, is extremely important right now, and will remain that way at least until you get a stoneworker mood pop one of them up to legendary, at which point you can start churning out pots.
- * Speaking of barrels, it's a good thing they're still keeping prepared food outside of them for some reason, or you'd have nothing to trade the elves this upcoming season. Obviously you don't have to trade anything in wood barrels to the elves.
- * One rule we haven't really discussed is whether Breadbowl is allowed to *buy* foodstuff from caravans or not. I think I'll leave it up to each overseer: if you want the extra challenge, don't.

Title: Re: Breadbowl: a Succession Farm
Post by: Bearskie on August 15, 2015, 11:41:46 am

Jeez, that was a fast turn. Brilliantly funny writing though, have to commend you for that ;)

Title: Re: Breadbowl: a Succession Farm
Post by: FallacyofUrist on August 15, 2015, 11:50:49 am

Dwarfify me as the new male brewer: name, "Aristotle", profession, "Philosopher".

Thank you.

Title: Re: Breadbowl: a Succession Farm
Post by: neblime on August 16, 2015, 05:03:54 am

sparring with a snake eh.. guess I must be badass.. starting turn!

Title: Re: Breadbowl: a Succession Farm
Post by: QuQuasar on August 16, 2015, 06:35:32 pm

And now, a historical interlude...

Our king, **Sibrek Logemtad**, was born in 125. He was kinged in 219. As of Breadbowl's founding in 236, he is eleventy-one years old (111).

```
Sibrek Paintmatch was a dwarf born in 125. He was the youngest son of Uutok Laboredgilt and Uzol Circlelances.

In 137, Sibrek became a farmer in Hallpondered.

In 138, Sibrek married Melbil Starsword.

In 219, Sibrek became the king of The Old Nets.

Related Historical Figures

Uutok Laboredgilt, mother, b. 64 d. 228

Uzol Circlelances, father, b. 57 d. 219

Melbil Starsword, wife, b. 120

Makust Dikestabbed, eldest daughter, b. 149

Limul Trammelceiling, eldest son, b. 164

Shorast Claspspeakers, youngest daughter, b. 199 d. 233

Urvad Theatersinews, youngest son, b. 229

Related Entities

The Old Nets (member)

The Works of Twilight (member)

The Old Nets (king, 219 to present)
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He has lived his entire life in splendor in **Hallpondered**, founded in 88.

(edited to add) His queen is Melbil Starsword, and together they have had 4 children: two son's and two daughters. Sadly, his youngest daughter Shorast went adventuring and passed away 3 years ago, at the age of 34. And by "passed away" I mean "had her head caved in by a cyclops".

The year before the king was born, the dragon **Acathi Fortuneswelter the Jewel of Glows** attacked Hallpondered and stole a large schorl, making an eternal enemy of the Dwarven civilisation of **The Old Nets**. No casualties, although it took a swipe at a dwarf.

At the age of 10, a Bronze Colossus wandered into Hallpondered's territory. Again, though it took a swipe at a dwarf, no casualties.

(edited to add) **Uthra Burntalon the Prestige of Crushing**. Associated with war, strength and metals. 161 Notable kills, 262 other. Last active in 232, when it struck down a human who confronted it.

After that, not much happened in Hallpondered. A pack of giant dingo's attacked in 148, killing two dwarves and loads of animals, and the place was attacked the female werepanther **Atis Tongspriests** in 190. Again, no casualties. Atis later died of old age in 196.

It seems like our mountainhome is a remarkably peaceful (read: boring) place.

However, briefly back on the subject of the dragon our King was born under, we have a potential problem:

"Acathi Fortuneswelter the Jewel of Glows was a dragon. He was one of the only ones of his kind. Acathi was associated with wealth and fire"

"In 1, the dragon Acathi Fortuneswelter the Jewel of Glows settled in The Hill of Death."

That's *our* Hill of Death. And Acathi Fortuneswelter has been active as recently as 232, destroying a goblin settlement and killing 10 ogres, 15 goblins and 8 trolls:

"In the late summer of 232, Acathi routed the Hex of Beguilers of The Hell of Emancipating and destroyed Noblefly.

As old as the world itself, with 174 notable kills and 325 other, Acathi is serious levels of terrifying. He is Fire. He is Death. And we've just settled right on his doorstep and built an aboveground farming town. **Out of wood**.

We're all going to be cooked and eaten.

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Title: Re: Breadbowl: a Succession Farm
Post by: Hiddenleafguy on August 16, 2015, 07:09:44 pm
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Wait, let me get this straight, a pack of GIANT FUCKING DINGOS killed more dwarves then a titan? Can I get a history on the life loving titan please?

Title: Re: Breadbowl: a Succession Farm
Post by: Taupe on August 16, 2015, 07:24:51 pm

Well. Dragons are kind of like snakes sorta. Im sure my dwarf got this.

In fact... Giant snakes are probably exactly like dragons. And I killed a giant snake. So that probably certainly was the legendary dragon. We are safe, citizens. I think the custom title of "Dragonslayer?" is in order.

Title: Re: Breadbowl: a Succession Farm
Post by: Hiddenleafguy on August 16, 2015, 07:40:26 pm

Well, I say that we send our greatest fighter/soldier to challenge him mono E dragono, then we give them the title (REFERENCE POWERRRR GOOOOOOO!!!) "Dragonborn" or "Dovahkin" in the tongue of the dragons.

Title: Re: Breadbowl: a Succession Farm
Post by: QuQuasar on August 16, 2015, 09:09:46 pm

Edited the history post to add a paragraph about the colossus, and another about Shorast, the youngest princess, who went adventuring and died 3 years ago.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on August 17, 2015, 09:02:51 am

This is a worn bat leather journal. It is bound by rope reed fiber thread. The writing is scratchy and illegible. The pages are decorated with pressed flowers and plants.

This page is marked by a rye flower.

Bearskie's Journal

So word's on the grapevine that neblime is gonna be our next overseer. Heh, only time will tell whether the old gel has the biban to run this fort proper. Don't get me wrong - her craftsdwarfship is excellent and her tables are second to none. But a cat is not a tiger, and a fort is not a table.

Guess it leaves Quasar free to come up with new ways to mince potatoes though.

```
Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: neblime on August 17, 2015, 05:23:02 pm
```

gah, how do you get anything done with just 15 dwarves! seems like there's a lot of work to do, everything is going fine but boring and slowly so no update just yet p.s. is there any reason all the poor birds were locked out of the building with the nest boxes?!

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: QuQuasar on August 17, 2015, 06:03:41 pm

Quote

gah, how do you get anything done with just 15 dwarves!

Painstaking micromanagement and a reckless disregard for workplace health and safety.

Also, turning off all the stockpiling labors. They're fine when you've got plenty of haulers, but there's just not time for it in an early fort.

The wall/floor building labor can also kill productivity when you've got building jobs in progress.

Quote

p.s. is there any reason all the poor birds were locked out of the building with the nest boxes?!

Locked... out?

I did close that door tightly, but I did that to keep them *in*. They were wandering everywhere. I thought that was because my dwarves were too busy to re-pasture them when they wandered off, so I thought closing it tightly would keep them in.

Also, that Chicken Coop is my biggest failure. It should be way bigger. I don't mind housing dwarves in tiny cells, but birds should fly free dammit!

But I wanted to make sure the birds were safe if something horrible arrived, hense the tiny avery.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: neblime on August 17, 2015, 06:58:50 pm

when i started my turn they were all outside (and sort of piled up at the door trying to get in)

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: QuQuasar on August 17, 2015, 07:55:37 pm

Odd. They're definitely on the inside in my copy of the game. 90% of them, anyway, there's a wandering peahen or two.

I think there's only one reasonable conclusion...

Reality warping chickens.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: FallacyofUrist on August 17, 2015, 08:31:11 pm

Quote from: QuQuasar on August 17, 2015, 07:55:37 pm

I think there's only one reasonable conclusion... Reality warping chickens.

Someone needs to sig this.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Taupe on August 17, 2015, 08:32:49 pm

Quote from: QuQuasar on August 17, 2015, 06:03:41 pm

But I wanted to make sure the birds were safe if something horrible arrived, hense the tiny avery.

On the plus side, Tiny Avery would make an awesome name for a dwarf. Or a band.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Bearskie on August 17, 2015, 09:12:47 pm

Quote

Peck peck. Scratch. Peck...
Peck?
Scratch peck?
Peck?
Peck + peck = squawk
Cluck?

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: QuQuasar on August 17, 2015, 09:44:04 pm

Quote from: Bearskie on August 17, 2015, 09:12:47 pm

Quote

Peck peck. Scratch. Peck...
Peck?
Scratch peck?
Peck?
Peck + peck = squawk

You win the thread with that reference. Except now I'm sad. RIP Sir Terry.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: neblime on August 18, 2015, 12:00:11 am

well im on my phone now so i cant check, but did that thing have a roof? (I noticed others don't) maybe they climbed over for some reason

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: LordBrassroast on August 18, 2015, 05:26:05 am

Looks cool.

Dorf and Turn List please. Mason Dorf preferably, with original name and custom profession "Lord Brassroast".

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Hiddenleafguy on August 18, 2015, 08:19:35 am

Oh, and can you give the hammerer the job title of "health inspector"?

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: PsychoAngel on August 18, 2015, 03:02:11 pm

When we get traps/mechanics going, can we grab a child, name him Kronk, and set his title as "Professional Lever Puller"? That would make me happy.

Keep the tradition alive!

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on August 19, 2015, 02:34:56 am



The weather is hot. The grass, dead and wilted, teeters ever closer to the point of spontaneous combustion. Most of the crops are shrivelled towards the stem, and some have ceased to germinate entirely. A lone dog sits by a murky pool. It is fast evaporating, and the dog is whimpering.

The farmers pay no heed to this. They continue to work the soil with tireless endeavour, under the sienna-burnt sky. Together, they hum a silent song of rice and fire.

((Testing tilesets for my upcoming turn. Vherid's Heat colour scheme works really well to evoke the stuffy, scorching heat I imagine Breadbowl to be under. Spacefox-Afro also has a ton of really cute creature graphics, which are perfect for the purposes of this fort.))

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: neblime on August 19, 2015, 08:04:27 am

Things continue boringly, just some sneak peeks for you before i do a proper post <u>Spoiler: our brave soldiers</u> (click to show/hide)

The Recruit strikes The Kobold Thief in the head with her (steel pick) and the injured part is cloven asunder!
An artery has been opened by the attack!
A tendon in the skull has been torn!
The Kobold Thief has been knocked unconscious!
The (steel pick) has lodged firmly in the wound!
Dodok Keskalkemsor, Miner: I must withdraw!

Spoiler: finger ticking good! (click to show/hide)

This is a stack of 33 exceptional prepared maize flour roast. The ingredients are superiorly minced prepared giant tick intestines, superiorly minced maize flour, finely minced giant tick meat and superiorly minced maize flour.

Spoiler: drums in the deep? (click to show/hide)

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on August 19, 2015, 08:28:55 am

Periwha-?

Huh, it's a thing.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: LordBrassroast on August 19, 2015, 10:28:14 am

Deadly dust and made out of gems?! The RNG hates you, man. Use a cave in or something, idk.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Taupe on August 19, 2015, 10:58:57 am

Station a few pets around. See if you can get the beast to dust itself, which happens fairly often. Seal the place and create an anrechamber with bridge locks for the pet if you are short on tine. From there you will be able to see how deadly the dust is, if it has secondary effects, etc. You may even get it to cripple itself greatly. From there on you can decide if you should engage or not.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: SQman on August 19, 2015, 01:15:36 pm

Now this is a fort I'd love to be part of. As a dwarf, preferably an animal trainer (can be anything related to animals, though), and as an overseer.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on August 20, 2015, 04:46:02 pm

It occurs to me that we are extremely lucky that was a Forgotton Beast and not a Hill Titan.

Unless we've had migrants, our militia consists of a dwarf with a pointy stick and our aboveground defenses consist entirely of hastily-built wooden doors. A gemstone quadruped with deadly dust would just straight-up walk through the lot of us without even noticing our pathetic attempts to defend ourselves.

At least down in the cavern's it's trapped, and thus slightly less likely to murder us all. Until some future overseer accidentally lets it out, anyway.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on August 20, 2015, 09:28:58 pm

Quote from: QuQuasar on August 20, 2015, 04:46:02 pm

At least down in the cavern's it's trapped, and thus slightly less likely to murder us all. Until some future overseer accidentally lets it out, anyway.

Who said anything about accidental?

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on August 23, 2015, 07:39:45 pm

I've been continuing to play my copy of Breadbowl in the hopes of seeing the Hill of Death do *something*. So far no luck: not even an orge or harpy. Damn place is creeping me out. Evil biomes are *never* this tame. I'm thinking of slaughtering something over there to see if it reanimates, but I haven't seen any undead wildlife so I don't think it will.

Oh, and as it turns out, the avery is too small: with only a few migrant pets added, the birds started attacking each other.

And holy crap roasts are a rediculously overpowered trade good. We might as well just call the trade caravan a "supply caravan", because we're never going to have to worry about the cost of items.

(Edit) By the way Neblime, could we get a word on how the next update's coming along?

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: neblime on August 24, 2015, 02:02:38 am

it's.... coming along

hopefully it will be complete tomorrow.

In your copy did you get a titan instead of an FB? that would have been fun :D

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on August 24, 2015, 03:09:16 am

Quote from: QuQuasar on August 23, 2015, 07:39:45 pm

And holy crap roasts are a rediculously overpowered trade good. We might as well just call the trade caravan a "supply caravan", because we're never going to have to worry about the cost of items

Could I petition that we add the rule of banning purchase of all food items from the caravan then? It just seems a cheap way to circumvent one of the main challenges of this succession game, which is the frantic post-trade-food-resupply phase.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on August 24, 2015, 03:59:47 am

Quote from: neblime on August 24, 2015, 02:02:38 am

it's.... coming along

hopefully it will be complete tomorrow.

In your copy did you get a titan instead of an FB? that would have been fun :D

I haven't gotten anything yet. Not a titan, not a werebeast, nothing. Such not dying, very disappoint.

Quote from: Bearskie on August 24, 2015, 03:09:16 am

Quote from: QuQuasar on August 23, 2015, 07:39:45 pm

And holy crap roasts are a rediculously overpowered trade good. We might as well just call the trade caravan a "supply caravan", because we're never going to have to worry about the cost of items.

Could I petition that we add the rule of banning purchase of all food items from the caravan then? It just seems a cheap way to circumvent one of the main challenges of this succession game, which is the frantic post-trade-food-resupply phase.

I * would*, but it's also the only way to get some crops. Nevermind: all the crops we can actually grow are gatherable.

So yeah, let's ban the buying of food in the future. From here on out, we only eat what we produce ourselves. If you don't keep production up, starvation is a very real possibility.

(Edit) Aww man! I just looked up the wiki and worked out why it's been so hard to find crops. I *thought* the dwarves were just cooking the seeds, but no. They don't all grow in tropical biomes! More than half require a temperate biome, and I didn't include one in this embark. Kicking myself right now.

Oh well, live and learn. There's still a *lot* of tropical crops we haven't found any seed for yet, so keep your herbalists busy and a weather eye out for tropical seeds.

(Edit) Oh so that's what stepladders are for! I didn't even know you could pick fruit from the trees with a gathering zone! ('i' 'g'). Neat! We can probably get more crops with that. Give it a shot if you get a chance!

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Taupe on August 24, 2015, 10:24:48 am

Could also be cool to trim trees as to create an actual orchard...

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: PsychoAngel on August 24, 2015, 05:27:47 pm

Yeah, let's accomplish as much as we can with any and all information we've got! The more, the merrier, as they say, and here the more things that we will have are crops! And fruit for booze! And dwarves with which to gather said crops and fruit! Wheeee

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Taupe on August 24, 2015, 05:39:26 pm

"Crops and fruits and trees and booze! Nature is actually awesome!" the dwarves chanted and danced right before a dragon ate them all.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: QuQuasar on August 24, 2015, 05:52:06 pm

Yeah, I did some examination of the local flora and have been comparing it with the wiki. There are definately some wild crops we're not yet growing on the map (watermelons, horned melons, mung bean, lesser yam's), but they're not gatherable at the moment in my game. They must depend on season: we'll need to dedicate some full-time herbalists and either keep setting gather designations, or set a dedicated gathering area for it.

There's also plenty of fruit tree's. I know for a fact we've got apricot's, olives, custard apple's and finger lime's, and I wouldn't be surprised if we've got a whole variety of really nice tropical fruit as well. Mango's, oranges, pineapples... let's go full Redwall and make the food in Breadbowl the envy of every civilisation!

By the way, these will probably help identify crops and fruit bearing tree's:

http://dwarffortresswiki.org/index.php/DF2014:Crop http://dwarffortresswiki.org/index.php/DF2014:Tree

"Crops and fruits and trees and booze! Nature is actually awesome!" the dwarves chanted and danced right before a dragon ate them all.

"Okay Urist McCheesemaker, we have two fortresses for you to choose between. The first is Breadbowl. It's a wooden, aboveground village. I'm told the dwarves there dance and sing about the awesomeness of nature..."

"THE SECOND ONE! THE SECOND ONE!"

"The second one is literally a colony built in hell. Demons slaughter the entire population every two months."

"I DON'T CARE! ANYWHERE BUT THE FIRST ONE!"

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Taupe on August 24, 2015, 06:44:06 pm

...which is ironic given how we may be the only fortress in this world that actually could make use of said urist cheesemaker...

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: QuQuasar on August 24, 2015, 07:25:57 pm

Quasar's Journal:

I spoke with the elvish couriers when they arrived. They were utterly horrified at our wooden settlement, of course, and refused to carry any of our drink barrels back to the mountainhome, but I managed to pacify them by explaining our purpose and requesting their aid in identifying edible and brewable tree's in the area.

They were intrigued and more than happy to walk the forest with me, and despite a series of faux pas on my part (really shouldn't have let them read over my shoulder when I was labelling category 3), they remained willing to talk with me. I think perhaps they hope to temper our lumber operations by offering alternative uses for the tree's in the area.

Thus I've put together a list. Say what you will about the elves, they certainly know their tree's. Hopefully the overseer will find this information useful.

1. Both edible and brewable

Banana (very sweet and mushy)

Carambola (aka "starfruit". Interesting tangy flavor)

Custard Apple

Date Palm

Durian (smells like your average fortress)

Guava

Lychee (small, tangy, inedible skin, but surprisingly sweet inside)

Olives (not brewable, but can be pressed into oil for soap)

Papaya (aka "Paw Paw")

Pomegranite

Rambutan (similar to the lychee, but spikier)

2a. Edible fruit

Avocado (poisonous skin, but nothing a dwarven constitution can't handle)

Bitter Orange

Citron

Coconut palm (Both a nut and a fruit? tree's are confusing)

Desert lime

Finger lime

Kumquat

Lime

Oranges

Pomelo (*aka. grapefruit*) Round lime

2b. Edible nuts/beans

Candlenut

Cashew (apparently the shell is poisonous to elves and some humans)

Coffee (Bitter. Might be okay as a garnish?)

Macadamia Paradise nut

3. Wood

3. Useless

3. Shade tree's that are beautiful and harm no living creature

Abaca Acacia

Cacao

Cedar

Kapok (Light. Bins and barrels?)

Mahogany (Nice, dense red wood. Perfect for furniture)

Rubber tree

Tea tree (completely useless)

Willow (Also light)

4. Other

Glumprong's (purple, heavy wood)

The elves actually hesitated for a moment when they saw these. Although they would still prefer we cut no tree's at all, they asked that if we must, we limit our felling operations to the glumprong's. Well, I certainly have no problem taking an axe to them. I can think of several uses for their unique wood.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on August 25, 2015, 05:37:07 pm

Ooh, I discovered another interesting feature I didn't know about.

You know how tree's shed their leaves in autumn? Well all the tree's on the "useless" list drop brown leaves, while all the edible fruit and nut bearing ones drop green leaves.

You can see it on this screenshot (http://i.imgur.com/DYxP99M.png). See how some of the tree's in the bottom left are surrounded by brown patches? Those are wood tree's, highlighted for easy cutting.

This also gives you an idea of just how many fruit tree's there are in the rainforest. Easily 80% of them are edible.

Brewable tree's, on the other hand, are rarer. If you want to encourage an orchard of the best types of tree's, you'll need to 'k' over them and compare to the list.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on August 26, 2015, 06:01:21 pm

Man, this really is an completely different style of play. I'm having to develop whole new strategies and learn all about the way tree and shrub growth works to get all the crops. I'm thoroughly enjoying this!

Did you know small shrubs in df go through several stages of life before 'ripening' and becoming gatherable? And I think they grow better in sunlight, though I'm not certain of that one: the dead shrubs might be due to trampling instead.

Another example: it can be to your benefit, after you trade away all your prepared food, to *stop cooking entirely* for a while. This seems counter-intuitive since that's the point when you're closest to the brink of starvation, but it will force your dwarves to eat any edible plants you've got. In the case of non-brewable crops, this is a good way to get their seeds and start farming them.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: neblime on August 26, 2015, 09:45:04 pm

Did you know you can solve any problem in the world with carpentry?

I am Neblime, the only competent carpenter round here.

where is "here" you might ask? Well we have a royal mandate to produce as much food as possible, and this fort was founded for that purpose exactly, but no one thought how exactly that was going to get back to the mountainhomes, so guess what solved that problem? So much carpentry

in the previous year my regular day looked something like this:

Spoiler (click to show/hide)

'Neblime' Besmarostar has created a masterpiece *guava wood barrel*!
'Neblime' Besmarostar has created a masterpiece *guava wood bed*!
'Neblime' Besmarostar has created a masterpiece *pine door*!
'Neblime' Besmarostar has created a masterpiece *bitter orange wood bed*!

but finally quasar placed me in charge. About time I say!

As soon as I assumed the leadership one of the masons approached me and asked for an official name change <u>Spoiler</u> (click to show/hide)

Within the last season, she felt pleasure near a fine Table. She felt pleasure near a fine Seat. She felt pleasure near a fine Seat. She felt pleasure near a fine Table. She felt pleasure near a f

I can't understand why a dwarf would want such a ridiculous name.

In spring we had a few kobold theives show up, probably after our lavish meals Spoiler: what kobold could resist? (click to show/hide)

This is a stack of 33 exceptional prepared maize flour roast. The ingredients are superiorly minced prepared giant tick intestines, superiorly minced maize flour, finely minced giant tick meat and superiorly minced maize flour.

I sent a few dwarves to chase them down Spoiler (click to show/hide)



Turns out one of them was a complete coward..

Spoiler (click to show/hide)

The Recruit strikes The Kobold Thief in the head with her (steel pick) and the injured part is cloven asunder? An artery has been opened by the attack! A tendon in the skull has been torn! The Kobold Thief has been knocked unconscious! The (steel pick) has lodged firmly in the wound! Dodok Keskalkemsor, Miner: I must withdraw!

remind me never to put him in the militia, which currently consists of taupe, and a poor hapless dwarf chosen to be his training partner. In an emergency there are 10 or 15 of us prepared to fight, however we are poorly trained. In any case, I have never even seen a goblin snatcher in this place so I have no fear for now.

A panicked dwarf emerged from the tombs he was smoothing, claiming he heard some ferocious monster in the deeps <u>Spoiler</u> (click to show/hide)

```
The Porgotten Beast Thol Anan Ostar has come! A gigantic quadruped composed of peridot. It has large mandibles and it undulates rhythmically. Beware its deadly dust!

Press Enter to close window
```

The solution, as ever was carpentry.

Spoiler (click to show/hide)



A sturdy wooden hatch made by a competent carpenter can hold off even the strongest of beasts.

At about the same time as I noticed we actually had a smeltery of some kind one of the metalsmiths decided to make some grand work of art

Spoiler (click to show/hide)

```
Olon Rôberlorbam, Metalsmith cancels Construct Building: Taken by mood.

Olon Rôberlorbam, Metalsmith withdraws from society...
```

I was quite excited to begin with, however when I saw he didn't claim any logs I knew it couldn't be anything too useful.

Spoiler (click to show/hide)

```
This is a rounded iron cap. All craftsdwarfship is of the highest quality. It is encircled with bands of iron.

On the item is an image of Zon Mansionpaddled the dwarf and dwarves in alpaca wool. Zon Mansionpaddled is surrounded by the dwarves. The artwork relates to the ascension of the dwarf Zon Mansionpaddled to the position of baroness of The
```

I don't even know what a round cap is. It doesn't look as good as a helmet

Thol anan reappered in the depths, peeking down through the hatch though he looked somewhat worse for wear. Spoiler (click to show/hide)

```
A gigantic quadruped composed of peridot. It has large mandibles and it undulates rhythmically. Beware its deadly dust!
```

Its neck is fractured. Its neck is cut open. Its left rear foot is fractured. Its left rear foot is torn open. Its left front foot is fractured. Its right foot is fractured. Its right rear foot is fractured. Its right rear foot is fractured. Its right rear leg is fractured. Its right rear foot is fractured. Its right rear leg is fractured. Its right rear leg is fractured. Its right rear leg is fractured. Its lover body is dented. Its left rear leg is fractured. Its left rear leg is fractured. Its right fract leg is torn open. Its upper body is factured. Its left rear leg is fractured. Its right front leg is fractured. Its right front leg is fractured. Its upper body is dented. Its head is fractured. Its left front leg is fractured. Its left front le

it makes me worried, what else could be down there that could hurt a beast made of pure gemstone?

I saw a thrips man today (at least I think it was a man) I looked at him. He looked at me. I realised he was incredibly ugly and set one of the dogs on him.

Turns out being in charge is quite a lot of work, between that and all the carpentry that needs doing. My contributions to breadbowl are the new furniture warehouse, expanded living quarters and the heroic defense against Thol anan.

Spoiler (click to show/hide)

```
Hamlet imarust, "Breadbowl" FPS: 148844 (44)
   Animals Kitchen Stone Stocks Health Justice
 Created Wealth:
                                      Population:
                                                           57
                                                           (1) (1)
  Armor and Garb:
                                                               23235
                                                                                                 None
                                      Miners
                                      Woodworkers
Stoneworkers
                                                                                                 None
  Other Objects:
                                                                        Swordsdwarves
                                                                                             Θ
                                                                                                 None
                                                                                                 None
None
  Architecture:
                                                           (B) (C) (C)
                                                                        Swordmasters
                                                                                             e
  Displayed:
Held/Worn:
                                      Metalsmiths
                                                               None
2
1
                                      Jewelers
                                                                                                 None
                                                                                                 None
                                                                        Hammer Lords
Speardwarves
                                                                                                 None
2
 Imported Wealth: 46996*
                                      Peasants
Childre
                                                               None
 Exported Wealth: 208616*
                                                               2
7
24
                                                                        Spearmasters
Marksdwarves
                                                                                                 None
 Food Stores:
Meat 13
Fish None
                                                                        Elite Mrksdwrvs
Wrestlers
                                                                                                 None
                            518
2088
625
                                                               3
8
51
                                                                                                 None
                                      Trained Animals A
Other Animals A
                                                                        Elite Wrestlers Recruit/Others
                                                                                                 None
  Plant
                                                                                                 None
           644
                   Other
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  Emaize flour roast [33] = Eturkey hen egg roast [25] = *whip vine flour roast [24] * *maize flour roast [26] * *maize flour roast [8] * Ehen egg roast [24] = Eelk bird sweethread roast [17] = Erye flour roast [16] = Ewhip vine flour roast [13] = Ewhip vine flour roast [11] = Emaize flour roast [10] =
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6318*
4720*
4536*
4539*
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4100*
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Shift+Enter: Mark all goods for trade
o: Offer marked to Lenicamela
Value: 60063* Allowed Weight: 1583F
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-Prepared Food Barrel (carambola wood)-

= Prepared Food Barrel (guava wood)=
= prepared giant tick eye roast [13]=
= prepared giant tick eye roast [13]=
= whip vine flour roast [7]*
= whip vine flour roast [3]=
= maize flour roast [3]=
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= yellow bullhead, & roast [23]=
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v: View good, Enter: Mark for trade
Shift+Enter: Mark all goods for trade
o: Offer marked to Behal Rusna

Value: 54919* Allowed Weight: 28646

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#potato wine Barrel (olive wood)*

whip wine Barrel (cedar)=

**prickle berry wine Barrel (rambutan wood)*

= whip wine Barrel (candlenut)=

= potato wine Barrel (paradise nut wood)=

= **protato wine Barrel (candlenut)*

**potato wine Barrel (citron wood)*

**potato wine Barrel (citron wood)*

**potato wine Barrel (citron wood)*

**protato wine Barrel (coconut palm)=

= prickle berry wine Barrel (date palm wood)=

= sweet potato wine Barrel (kumquat wood)*

= sweet potato wine Barrel (cashew wood)*

= whip wine Barrel (mahogany)=

**prickle berry wine Barrel (kumquat wood)*

= rye beer Barrel (bitter orange wood)=

+ Prepared Food Barrel (clive wood)*

= whip wine Barrel (rambutan wood)=

-potato wine Barrel (candlenut)-

= maize beer Barrel (kumquat wood)*

**maize beer Barrel (kumquat wood)*

**maize beer Barrel (kumquat wood)*

**prickle berry wine Barrel (candlenut)*

**potato wine Barrel (carambola wood)*

**prickle berry wine Barrel (candlenut)*

**potato wine Barrel (carambola wood)*

**potato wine Barrel (carambola wood)*

**potato wine Barrel (carambola wood)*

**whip wine Barrel (carambola wood)*

**whip wine Barrel (carambola wood)*

= whip wine Barrel (carambola wood)*

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= whip wine Barrel (carambola wood)*

**potato wine Barrel (carambola wood)*

= whip wine Barrel (pine)*

**potato w
                                                                                                                                                                                                                                                                              ímarust
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       #whith the Barrel (garadise nut wood)=

*whip wine Barrel (olive wood)*

(potato wine Barrel (sand pear wood))

=Prepared Food Barrel (finger lime wood)=

maize beer Barrel (rambutan wood)=

*maize beer Barrel (olive wood)*

=whip wine Barrel (coconut palm)=

=maize beer Barrel (carambola wood)*

=maize beer Barrel (carambola wood)*

=river spirits Barrel (pine)=

*maize beer Barrel (carambola wood)*

=river spirits Barrel (citron wood)=

=whip wine Barrel (lychee wood)=

=maize beer Barrel (lychee wood)=

=maize beer Barrel (carambola wood)=

=river spirits Barrel (kumquat wood)=

=maize beer Barrel (carambola wood)=

=maize beer Barrel (finger lime wood)=

=sweet potato wine Barrel (paradise nut wood)=

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=potato wine Barrel (finger lime wood)=

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               v: View good, Enter: Mark for trade Shift+Enter: Mark all goods for trade
                    o: Offer marked to Egarkib
Value: 55935* Excess Weight: 4238F
```

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: neblime on August 26, 2015, 09:45:32 pm

sorry for incredibly boring turn!! save is uploading now, it may be some time

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: tonnot98 on August 26, 2015, 10:24:13 pm

Could I be dorfed as a butcher?

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on August 26, 2015, 11:54:54 pm

Wait wait ... so we've got a legendary armoursmith now?

I say we test out their new skills by outfitting Taupe in their finest work and sending him into the caverns to kill that forgotten beast.

Looks like we're living up to our name and producing plenty of Maize and Rye bread (that's corn and wheat), plus a few chicken egg omlettes and reindeer cheese quiches. Plus one or two more meaty meals here and there: fish, elk-bird, wild-boar, giant tick and **giant leopard** (!!).

I'd like to think our hunters were the one's who nabbed the giant leopard, but it's possible it was stale leftovers from the original dwarven caravan, back before we institued the "no buying food" policy.

Not to worry. We should have cooked all that by now, so everything from here on out should be our own produce.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: neblime on August 27, 2015, 12:06:10 am

well i never saw any giant leopard, so i can only assume it got accidentally boughtwhen the caravans came (I had no choice with the dwarf caravan because they couldnt carry all the weight so i just randomly bought some stuff) here is the save: http://dffd.bay12games.com/file.php?id=11086 (http://dffd.bay12games.com/file.php?id=11086)

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on August 27, 2015, 12:20:48 am

Awesome!

Bearskie, welcome to Breadbowl.

I mean, not that you actually need to be welcomed, you've been here since the start, you're our most experienced planter, what am I saying we all know you, you've only spent, what, 2 years doing endless, thankless, backbreaking toil in the fields for the good of the fortress?

HOLY SHIT YOU MUST BE SO SUNBURNED BY NOW.

Good luck, see if you can finish off the dorfing list, and remember to report how much you trade. :)

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on August 27, 2015, 02:16:16 am

Got the save. Before we roll, here are the dorfings first:

Aristotle was already dorfed beforehand. You are an Adept Brewer and Competent Grower. Spoiler: Aristotle (click to show/hide)

Within the last season, he was annoted at the lack of diming tables. He felt pleasure near his own fine Body of the pleasure near his own fine Body of the felt pleasure near a fine Bod

Tonnot, we dont really have dedicated butchers, so I got you a Skilled Brewer, who is also a rusty novice in butchering and gelding. Spoiler: Tonnot (click to show/hide)

SQman, as per requested, you're a ranger. Your specialty is Expert Marksdwarf and Expert Archer. Other skills include rusty novice in dodger, animal dissector, trapper and hunting.

Spoiler: SQman (click to show/hide)

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Within the last season, he felt fondness talking with a sibling. He was interested near a fine Table. He was interested near a fine Table. He was interested near a fine Table. He was interested near a fine to the seast He was interested near a fine to the He was annoyed after sleeping in the grass. He was interested near a fine to the seast He was interested near a fine to the seast He was interested near a fine to the seast He was interested near a fine to the seast He was interested near a fine to the seast He was interested near a fine to the seast He was interested near a fine to the seast He was interested near a fine to the seast He was interested near a fine to the seast He was interested near a fine to the seast He was interested near a fine to the seast He was interested near a fine to the seast He was interested near a fine to the seast He was interested near a fine to the seast He was interested near a fine to the seast He was interested near a fine to the seast He was interested near a fine to the seast He was interested near a fine to the seast He was interested near a fine to the seast He was interested near a fine to the seast He was interested near a fine to the seast He was interested near a fine to the seast He was interested near a fine to the seast He was interested near a fine to the seast He was interested near a fine to the seast He was interested near a fine to the seast He was interested near a fine to the seast He was interested near a fine to the seast He was interested near a fine to the seast He was interested near a fine to the seast He was interested near a fine to the seast He was interested near a fine to the seast He was interested near a fine to the seast He was interested near a fine to the seast He was interested near a fine to the seast He was interested near a fine to the seast He was interested near a fine to the seast He was interested near a fine to the seast He was interested near a fine to the seast He was interested near a fine to the seast He was interested near a f
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Hiddenleafguy, I've appointed you as manager. And crap, I didn't realise you were that old. Your only noteworthy skill is Proficient Herbalist, which gives you and your arthritis an exemption from back-breaking hauling duty.

Spoiler: Hiddenleafguy (click to show/hide)

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We should all work together."

Vithin the last season he felt pleasure near a fine Seat. He felt pleasure near a fine Seat. He felt pleasure near a fine labe. He felt pleasure near a fine lab
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Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on August 27, 2015, 04:07:03 am

Neat! Well, while we're on the subject of dorfings, here's the 7 founders:

Spoiler (click to show/hide)

```
Nabline' Besnarostar, "Wabline' Pollsyburyled", Carpenter

"I was near to a Seat. It's interesting."

"I was near to a Seat. It's interesting."

She is interested near a fine Seat. Within the last season, she was interested near a fine Table. She was interested near a fine Table. She was interested near a fine Seat. She was interested near a
```

Neblime: Carpenter. Young (54).

A once-thin woman, now bearing "enormous thick layers of fat". Hardly surprising, since she's friends with the head cook. Has a grudge against Gwolfski and May.

Personality-wise, a depressing person to be around. Worships the Queen of the Gods Zefon and the King of Wealth Istrath.

Hates hamsters for some reason.

Spoiler (click to show/hide)



Taupe: Militia Commander and Spearman. Middle aged (66).

Very thin, inexhaustible and quite strong. Very neatly combed beard, mustache and sideburns. Gets along okay with everyone.

Easily falls in love, values friendship and likes helping others, but is quarrelsome, considers altruism foolish and never shows mercy... so basically, your standard antihero. Worships Tecak, the god of Agriculture, and a rather strange goddess called "Rurack Mirrormystery the Bewildering Cloak", who presides over Mist. I have no idea what to make of her: some sort of grim reaper, maybe?

Also, loathes hamsters. What is it with hamsters?

Spoiler (click to show/hide)



May: Bookkeeper, Animal Trainer and Chief Medical Dwarf. Older (76).

Corpulent but agile. Dark skin and long hair tied in a ponytail. Friends with the Quasar, doesn't like Neblime. Worships Berul, the god of fortresses.

Confident under pressure, with a lot of willpower and ability to focus, and brave in the face of danger. Exactly the dwarf to keep a cool head in a crisis, despite being physically weak.

Hates rats. Maybe something there was some sort of horrible rodent-related incident back in the mountainhome and they're all traumatized?

Spoiler (click to show/hide)

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The on the election. I am so grateful?

She feels gratitude to be elected. Within the last season, she felt fondness talking with a friend. She felt pleasure near her own fine Bed. She was been dead to be elected. Within the last season, she felt fondness talking with a friend. She felt pleasure near her own fine Bed. She was been dead to be elected. Within the last season, she felt fondness talking with a friend. She felt pleasure near her own fine Called She felt pleasure near a fine Sale she felt pleasure near a fine
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Quasar: head cook and recently elected mayor. Middle aged (63).

She would be very thin but "bears an enormous lardy burden", and "her hair is clean shaven". I am okay with this! Bald and fat with a great big meat cleaver. Likes everyone except Gwolfski.

She's impartial, confident, can handle stress and keeps things practical, but not very analytical and has poor focus. Worships Tecak the goddess of Agriculture, and Rurack the girl of the mists.

She likes bolts, so she should be good as far as nobles go. Keep your marksdwarves and hunters stocked with ammo and she'll be happy.

Spoiler (click to show/hide)

```
PRS: 180 (48)

Bearskie' fideghourek, "Bearskie' Sonkaduhiye", Planter

"I faished up some work. That was very satisfying!"

He feels satisfied at work. Within the Mast season, he was blissful after sleeping in a very good bedroon. He was blissful dining in a legendary dining fine boor. He was interested near a fine fable. He had near the fable of the
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Bearskie: head Planter. Old (78)

Average in size, no real notable features. Like most planters, he's easy to overlook. No grudges, but only May and Psychoangel consider him a friend.

He is completely convinced of his own worthlessness, but combines this with ambition. He *wants* to be better. He's also **dumb as a brick**, but he has patience and willpower, so... um... good for him. He worships Tecak the goddess of agriculture. Makes sense, he is a farmer afterall.

Hates spiders. Seems fair enough.

Spoiler (click to show/hide)

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"I was near to a Table. It pleasure near a fine Table. Within the last season, he felt pleasure near a fine Door. He felt pleasure near a fine Table. He felt pleasure near a fine Door. He felt pleasure near a fine Table. He felt pleasure near a fine Door. He felt pleasure near a fine Table. He felt pleasure near a fine Seat. He near the content after a bath. He felt pleasure near a fine Seat. He felt pleasure near a fine Table. He felt pleasure near a fine Seat. He f
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Gwolfski: Woodcutter, mason, mechanic, architect, you get the idea. Old (86)

He is fat and bald, and his hair is just starting to get flecks of grey in it. Has a grudge against both Quasar and Neblime.

He's lazy and has no ambition, and is very calm, trusting and not at all envious. A laid back sort of guy. I'm not sure where those grudges come from. Worship's the gods of wealth and agriculture.

He likes hippo's.

Spoiler (click to show/hide)

```
Psychoangel' Erithritas, "Psychoangel' Enthritas, "Psychoangel' Laborouls", Le Grand Soaper
"If finished up some work. That was very satisfyingt"

He feels satisfied at work. Within the last season, he felt fondness talking with a friend. He felt pleasure near his oun fine Container. He was amonged at the lack of dining tables; He was blissful after sleeping in a wery good bedroon, he was amonged when caught in the rein, He felt pleasure near a fine Soat, the felt pleasure near the felt of which the felt of the felt pleasure near a fine Soat, the felt pleasure near the felt of the felt pleasure near the felt of the felt pleasure near the fe
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Psychoangel: Brewer. Young (57)

Corpulent, long mustache and beard. He is good friend to everyone, including Quasar. My enormous lardy burden is contagious, that's what it is.

He doesn't care what others think of him, shares his thoughts with everyone, and is open to changing his mind. Just generally a great guy. Everyone wants to be friends with the brewer. He worships the head goddess and the god of wealth.

He absolutely detests... hamsters. WHAT HAPPENED TO YOU ALL? WHAT HAMSTERY HELL HAVE YOU SEEN?!

Spoiler (click to show/hide)

```
EPS: 100 (48)

Zefon, "Zefon"

Zefon is a deity of The Old Nets. Zefon most often takes the form of a female dwarf and is associated with jewels, caverns, earth, volcanos and mountains.

FPS: 100 (48)

Istrath, "Istrath"

Istrath is a deity of The Old Nets. Istrath most often takes the form of a male dwarf and is associated with trade and wealth.

FPS: 100 (49)

Tecak, "Tecak"

Tecak is a deity of The Old Nets. Tecak most often takes the form of a female dwarf and is associated with agriculture and food.

FPS: 100 (49)

Rurast division of a female dwarf and is associated with agriculture and food.

FPS: 100 (49)

Rurast Mirrormystery the Bewildering Cloak is a deity of The Old Nets. Rurast most often takes the form of a female dwarf and is associated with mist.

FPS: 100 (49)

Berul Tosidkikrost, "Berul the Armored Stockade"

Berul the Armored Stockade is a deity of The Old Nets. Berul most often takes the form of a male dwarf and is associated with fortresses.

FPS: 100 (49)

Bal ôfidlûk Bom Kurol, "Bal Cupinsight the Home of Embracing"

Bal Cupinsight the Home of Embracing is a deity of The Old Nets. Bal most often takes the form of a male dwarf and is associated with poetry, song and festivals.
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The Gods.

Not a bad pantheon, as far as pantheon's go. I really want to know what Rurack's deal is, though. The Girl of Mist. She's creepy.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on August 27, 2015, 06:36:21 am

Bearskie's Journal

This page is marked by a quinoa flower.

Don't say I didn't call it, because I did. Neblime's just stepped down as overseer this night. One long year of toil and work, and all we have to show for it is a bunch of sandy bedrooms. Even a hillock could do better.

It's a shame, because this place could be so much more than a glorified heat sink. It has potential. The soil here is bloody awful, but give it some irrigation and we'll be planting strawberries any time soon. And the rockery - I've seen huge seams of ore down there in the mines, bigger than I've ever seen before. But everybody's got their heads too tightly screwed into the sand, all too busy planting, growing, butchering, hunting, for a king that does not care.

What this place needs... is revolution. Alone I am worthless, but together, we have strength. Tomorrow I begin my first stint as overseer. Things are going to be a-changin' around here.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on August 27, 2015, 07:18:03 am

Hey Quasar, just wanted to ask: do I need to trade away all our food or just the prepared meals?

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on August 27, 2015, 02:33:49 pm

Just the meals. It would make it too difficult to find new crops if we had to trade away our seeds and fruit.

(I was actually doing it by searching for "roast" and "prepared", which also meant trading away meat and fish. I'd recommend that approach, if only because it's easy)

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Taupe on August 27, 2015, 03:30:59 pm

Nice update, Quasar, it's really cool to read about all the founders like that. Altho, we don't really like to talk about the hamsters. It's just... forget about it.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on August 27, 2015, 05:27:05 pm

Journal Entry - Quasar, Head Cook

Neblime has stepped down, leaving the position of overseer to Bearskie. An odd choice: the man has spent the last two years working the fields and generally keeps to himself. May is friends with him, but to be honest I always though he was somewhat... dull.

Well, far be it for me to question. Perhaps that unassuming exterior hides a mind as sharp as adamantine. Perhaps a term as overseer is exactly what Bearskie needs to demonstrate his true potential.

Or perhaps not. We'll see. So long as he does nothing to piss off the king and get us all hammered, I shall not object.

While I think of it, I should probably also ask him to see about roofing off the barracks, though. Neblime refused to do it last year, and Taupe has been giving all of us dirty looks every time he comes in soaking wet from training... which is pretty much every time he comes in from training. Turns out they call it a "rainforest" for a reason, heh.

Also, I suppose as Mayor I should request rooms befitting my status. It would not be appropriate to entertain liasons in the dining hall, nor to make the decisions of a governer in a small dirt bedroom.

I must remember I am no longer merely a common cook. The pride of the mayor is the pride of the town itself, so by extention the quality of the mayors residence is intrinsically related to the quality of the town. It is not selfish greed that insists I demand better quarters, but selfless devotion to Breadbowl itself!

I must suppress this mild sense of disgust I feel with myself and speak with Bearskie at once!

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on August 28, 2015, 02:21:07 am

Mandate #1: Sort Your Shit Out

The People shall operate in an efficient and orderly manner, with proper usage of stockpiles. The People will specialise in their chosen professions, and no longer focus on a hundred different jobs per dwarf.



Incredible. Our entire industry is a complete mess.

There are dwarves literally idling blindly with **zero** labours. There are about three novice carpenters occupying the lone carpenter's workshop, while Neblime's already legendary +5. There are fisherdwarves everywhere, but nobody is cleaning all the fish so they've all been raw for the past *TWO YEARS*.

I had to sit the whole fortress down into the dining room to explain this to them. There was a whole lot of shouting, screaming, axthrowing and table-flipping (primarily on my part). Particularly from those freeloaders and the Fisherdwarves Union members. Yet by the end of it all, we did manage to agree on a proper labour system.

- Proper food stockpiling, with only cookable ingredients being stored at the food prep area. Prepared meals and drinks are stored in the main cellars.
- Proper metal stockpiling, with ores being carted into the main area, while bars are stored in a freshly-dug cellar beneath.
- All fisherdwarves below adequate are now hereby sentenced to an eternity of fish cleaning, or at least until they become of further use elsewhere.
- All private hunting is now banned, with hunting now performed by the military.
- Specialization in labour duties, with only a select few being exempt from hauling labours.

Spoiler (click to show/hide)

ldlers: 0

Bearskie feels hopeful after considering the state of demands.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on August 28, 2015, 03:13:00 am

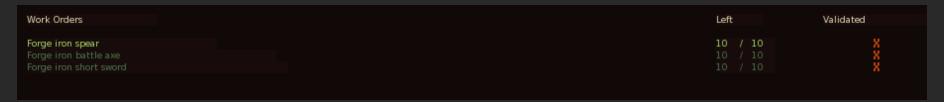
Mandate #2: Total Armament Project

The People should have the right and means to defend themselves when necessary. If the time comes, the People shall not walk into battle with their bare fists. This is not fisticuffs dammit.



This has been a project that I've been keen on ever since I became overseer. Working in the field for two years, I've had my fair share of close encounters. It's time we got more than guard dogs for protection.

Ore are carted up from the mines below and deposited at the newly-revamped metalworking area. It is not long before the forges roar themselves to life, fuelled by the vast coal and lignite deposits beneath the earth.

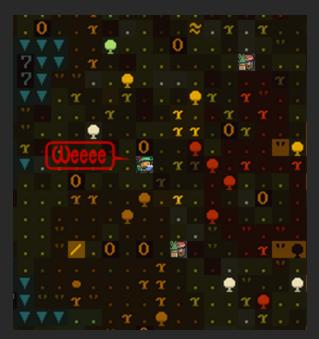


The first batch of work chitties land on Hiddenleafguy's table. Only when they have been signed and approved can our weaponsmith Dodok can commence full-scale production.



In the meantime, I had a slight argument with Quasar today about the necessity of bolts now that we have no hunters. Still she went on about resupplying our ammo caches and advanced preparation. It all quickly descended into an exchange of yells and hand-gestures... I guess we both left with a cloud over our heads, so to speak.

I felt pretty bad afterwards, so I did log in an order for two stacks of bolts. Poor gal's been without an office for several months now. Maybe I'll do something about that.



Turns out Hiddenleafguy is the worst manager possible. For the whole month, he's been spending his time outdoors looking at flowers, and 'hasn't had the time yet' to manage the work orders.

Of course, I'm a reasonable dwarf. I burrowed him into his office and locked the door until he was done.



That delay aside, we're soon a veritable arms factory. This left me one last hurdle to my mandate – civilian uniform designations. The old uniform had to go; it was far too heavy and impractical. Civilians should have no business walking around in metal armor they don't know how to use.



The new uniform is simple: weapon and shield; that is all. Our offense is our best defence. We'll see which titan can withstand a hundred armed dwarves, inexperienced though they are. So ends the Total Armament Project.

Bearskie was jovial to have a mandate deadline met recently.

Spoiler (click to show/hide)



((Because dwarves are idiots, the uniform initially caused them to run around butt-naked wielding only a weapon and shield. It's also the rainy season. Yeah, so they were wet and naked. I've since fixed the issue by using the Over Clothing setting.))

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Hiddenleafguy on August 28, 2015, 09:38:11 am

When did I arrive?

Spoiler: 1st entry (click to show/hide)

Fuck the king, one mistake on my first job, and I am getting sent to some random farming fortress in the middle of fucking nowhere! The name of the fortress is "Breadbowl" I hope it burns before I get there.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on August 28, 2015, 10:14:02 am

20th Slate, the year 237. You were accompanied by your beautiful bone carver wife and, despite your advanced age, you two have a baby son. *I mean, you're 131...*

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Taupe on August 28, 2015, 10:30:40 am

Quote from: Bearskie on August 28, 2015, 10:14:02 am

20th Slate, the year 237. You were accompanied by your beautiful bone carver wife and, despite your advanced age, you two have a baby son. I mean, you're 131...

So he's not too lazy to fill work orders, just senile...

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: SQman on August 28, 2015, 11:25:18 am

The journal of SQman, His Majesty's ace hunter.

Entry 1:

I have been supplying the Mountainhome with the finest meats I could find since the first strands of beard showed up on my face. The problem was, all there was left after years of exploitation was a flock of sparrows, a couple of emaciated mountain goats too dumb to seek more fertile earth, and those disgusting eel-like monsters, lampreys I think they're called. Don't make me start rambling about the sad looking livestock that had to live of hard mountain grass and disgusting cave fungus.

In his incomparable wisdom, His Majesty had sent me and my family to an outpost which he calls Breadbowl. My mission is to provide the people of the Mountainhome with new, exotic morsels, be it with a bolt or a tamer's whip.

Entry 2:

Bearskie, the dwarf who calls himself our overseer, has decided that there is a need of improvements in the outpost's inner workings. I know it's for the sake of productivity, but try to guess what was the part of his mandate that affected me. Yes, he said that the hunting will be done by the military only.

What then? Will he send his beloved militia to harvest crops, because farmers can't do it well enough? Maybe he'll ask them to pick berries, because he thinks herbalists aren't trained to do their job?

I'd file a complaint to His Majesty, but with the stockpiling reform, there's no way to find a piece of paper or a chisel, because everything I can write on is currently being hauled or is yet to be found under a ton of trash. No, I'm not defacing my journal for that.

Scribbled on the side of the page is an image of an armored dwarf and a leopard in charcoal. The dwarf is wetting himself. The leopard is striking a menacing pose.

Scribbled on the side of the page is an image of SQman the dwarf and Bearskie the dwarf in charcoal. SQman is making a rude gesture. Bearskie is frowning

Spoiler: The images (click to show/hide)



I guess sorting labors out was necessary, but what does my dwarf do if hunting is banned? I'm sure he's not dissecting animals (that would be silly), and there was no mention of traps. Either way, good job so far.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on August 28, 2015, 05:20:11 pm

Quote

Working in the field for two years, I've had my fair share of close encounters.

Those caterpillars can be downright terrifying.

Quote

In the meantime, I had a slight argument with Quasar today about the necessity of bolts now that we have no hunters. Still he went on about resupplying our ammo caches and advanced preparation. It all quickly descended into an exchange of yells and hand-gestures... I guess we both left with a cloud over our heads, so to speak.

To be fair bolts we will need marksdwarves boltsbolts and lots of spare **BOLTS** for archery boltsbolts training.

(also, 'she')

And finally, neat! You just solved a mystery I was having in parrallel-universe breadbowl. I couldn't work out why my second militia squad wouldn't wear metal armour. All the civilians were calling dibs on it! I could have sworn I originally designated the civvie uniform as leather-only.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Taupe on August 28, 2015, 06:22:31 pm

The captain was baffled. Apparently the rangers were pissed about the new mandates. "The army gets to take our job, blah blah!" Was it truly his fault if Bearskie decided it was safer to send trained fighters with some protection as a team against wildlife, instead of letting loose canons wearing a thong and a crossbow duel giant snakes?

He'd spent the last years in the rain, training without a roof, wearing *metal*, so this place would be safe. Had they simply looked at their defences, or rather the lack thereof? this was no mountainhome, with safe tunnels and fortified cliffside and chokepoints and higher ground. Breadbowl was a plain. Sure for now it was peaceful, but sooner or later, the goblins would trace the wagons full of food and figure out they were coming from *somewhere*. The legend of the dragon would keep them at bay for a time, but eventually they would get here. And on that day, he'd be here, spear in hand to drive them off. So when a new dude with a green hat and some feathers arrived and complained that the stupid military was stealing their job? yeah that pissed him off good.

Later that day, he'd talk with Bearskie, and the mayor individually. One of them was bound to accept the idea. the mayor did like bolts a lot, and bearskie had a plan to arm the common folks. If the rangers wanted to hunt so bad, they could simply form an organised band of marksdwarves under his supervision. Or take the bloody armor and train day and night in the pool they called a barrack if they preferred.

Speaking of Gwolfskie, his plans for an armed revolution was great, but he'd seen how green boys acted in their first real fights. they'd feel brave as a mob and swing their new swords around, until somebody they knew gets injured. then reality snaps in and chaos erupts. no, he was all in favor of more weapons rather than few, but he'd talk Bearskie or the next overseer about giving the folks *some* basic training. Have the peasants on rotation, training with him for a month here and there, maybe just ten of them at a time, until everyone knew which part was the blade.

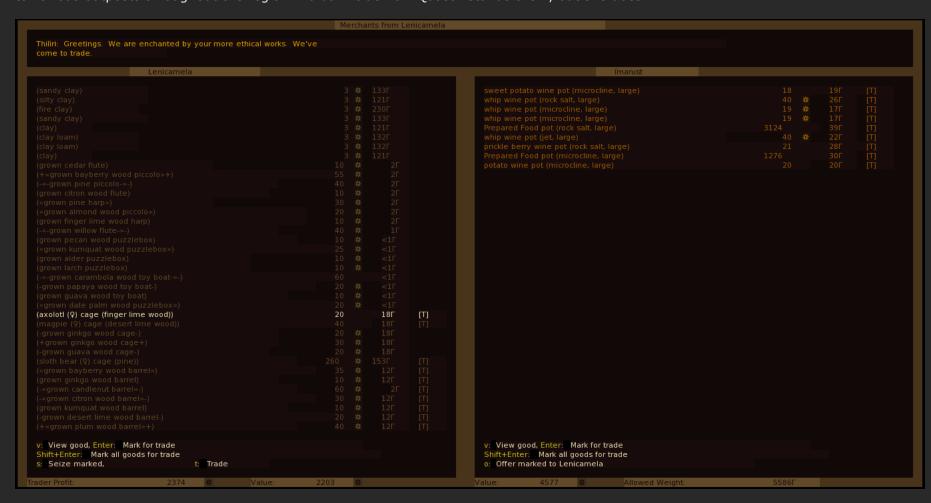
He felt a bit stupid afterward, getting so infuriated about the ranger comment. In time they'd probably get along just fine...

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on August 29, 2015, 01:17:27 am



Look who decided to drop by. Only thing worse than elves are elves that have come to take your food. Just when we were progressing so nicely...

The look on their face was plain – totally don't want to be here, just following orders, wouldn't come near this settlement with a ten-feet glumprong anyway. They don't have a choice though, given that they're running an independent contract with our king. Supply deliveries to various outposts throughout the region. No darn clue how Quasar stands them, but she does.



Thankfully, given the picky bastards they are, they won't accept barrels. There aren't a lot of things in this fortress that come without Neblime's mark, ergo we got to keep most of our stocks. Come the autumn caravan though we'll be losing them all. The thought itself makes me itch for a stiff drink, but I'm distracted by cheering followed by a loud AAAAAHHHHHZAABENYAAAAAAAAAAaaaaa coming from the mines. Another baby? That's what, the second this week?

Nil Stettadathel, Miner has given birth to a girl.
Nil Stettadathel, Miner cancels Dig: Seeking Infant.

`Quasar' Ustutharkim has cooked a masterpiece!

`Neblime' Besmarostar has created a masterpiece *!ychee wood bin*!

`Bearskie' Adagbomrek, Planter cancels Plant Seeds: Needs maize.
Unib Vucarrerras, Planter cancels Plant Seeds: Needs maize.

`Neblime' Besmarostar has created a masterpiece *date palm wood bin*!

Imush Kolurrith, Planter cancels Plant Seeds: Needs maize.

Oddom Regmörul, Furnace Operator cancels Smelt limonite Ore: Needs limonite.

`Quasar' Ustutharkim, mayor cancels Prepare Easy Meal: Needs unrotten cookable solid item.

A elven caravan from Lenicamela has arrived.

The weather has cleared.

Merchants have arrived and are unloading their goods.

→ Dodok Keskalkemsor, Miner has given birth to a boy.

Dodok Keskalkemsor, Miner cancels Dig: Seeking Infant.

<u>Spoiler: Trade Summary</u> (click to show/hide)

Before

Food Stores:		4258	
Meat Fish Plant	None None 729	Seeds Drink Other	537 2330 662

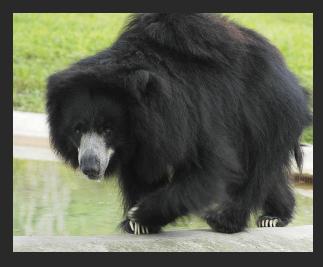
After

Food Stores:		4141	
		Seeds	537
Fish		Drink	2284
Plant	729		591

71 prepared meals 46 drinks Value = 4577 Urists Say hello to our newest pets!



WHO'S A CUTE AXOLOTL YES YOU ARE A CUTE AXOLOTL WUBBA WUBBA



WHO'S A CUTE SLOTH BEAR WUBBA DO YOU WANNA EAT SOME GOBLIN TONIGHT YES YOU DO

Migration Wave #1: 8th Slate 238



...astonishingly useless. Legions of young dwarves who thought leisurely fly-fishing was qualification enough to be a fisherdwarf. Even more rangers who called themselves hunters simply because they wore animal leather. And they all seem to know milking. All 21 of them, and all are useless.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: neblime on August 29, 2015, 07:29:54 am

man when my elf caravan came it seemed that there was hardly a barrel to be found... But I guess you're coming off the reign of a master carpenter as overseer hehehe

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on August 29, 2015, 07:19:15 pm

Welp, parallel-universe Breadbowl is doomed. An abomination has come. A monster, a hideous eldritch creature of evil horrible terribleness, brought by the elves to lay waste unto our innocent settlement and destroy us all.

You know them.

You hate them.

And now...

Stray Giant Hamster, 9 (Tame)

Dun... Dun...

DUUUUUUUNNNNNNN!
!!!

... they're GIANT.

I killed the elves. I had no choice, this was an act of aggression. Of war! I had to do it! The creature, the *beast*, with it's... beady hypnotic eyes... staring at me through the bars of it's cage. I know that cage won't hold it forever. And it knows I know. But I have the advantage, because I know it knows I know, and I don't think it knows that.

We dig for magma now. Nobody sleeps until it is destroyed. Nobody sleeps until I see it buuurn.

I WON'T LET IT HAPPEN AGAIN.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Taupe on August 29, 2015, 07:21:56 pm

OH GOD ITS BACK

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Hiddenleafguy on August 29, 2015, 08:20:19 pm

Hey, I am on mobile version (To lazy to hop on the PC and do it.) and I am wondering what exactly is the beast you are talking about?

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Taupe on August 29, 2015, 08:40:05 pm

Quote from: Hiddenleafguy on August 29, 2015, 08:20:19 pm

Hey, I am on mobile version (To lazy to hop on the PC and do it.) and I am wondering what exactly is the beast you are talking about?

We don't talk about *them*

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Hiddenleafguy on August 30, 2015, 12:44:55 am

Giant Lizards!! Fuck, hide me!

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on August 30, 2015, 01:05:05 am

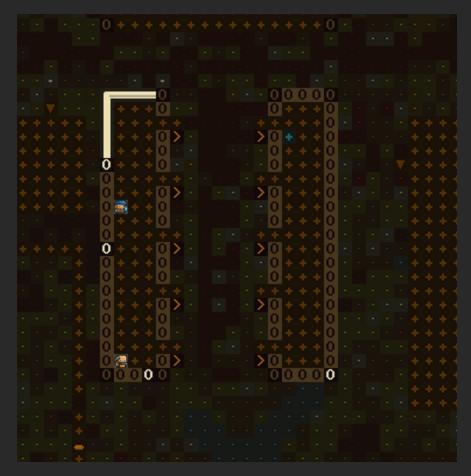
Mandate #3: Apartment Complex

The People shall build and reside in above-ground dwellings.

We have begun work on a large apartment complex this Slate. When completed, it should be able to house an extra fifty dwarves at least. With any luck, it should also make me the most hated dwarf in Breadbowl.

Listen, I know that dwarves are very attached to the ground. In any normal fortress, the nobles usually get the best rooms hollowed out deep within the earth, while normal citizens usually end up somewhere below the sedimentary layer. Let's face it though; Breadbowl is no 'normal fortress'. For Tecak's sake, we're the only dwarven settlement that's been banned from touching underground crops!

So we scavenge, fish, gather from the land. All this is aboveground work. And people simply can't do aboveground work when they're puking their guts out every two steps because they've spent the last night tucked up in their cozy underground bed holes. Since we came here, the Founders and I have lived in aboveground rooms. We're not insane (yet), and our beards have not shrivelled. No, the People will move, and it will be for their own good.

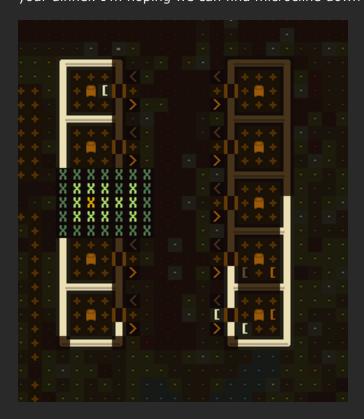


We begin here, extending upwards from the Founder rooms. If it's any consolation, they will be getting stone rooms. There is a massive mining and masonry undertaking going on in the mines, and blocks are being churned out day and night to keep up with the demand. Dwarven industry at its finest.



The rooms are made from a combination of jet and rock salt, although the latter is far more abundant the deeper we go. Suits me perfectly fine. Jet's a dull rock; you barely see it until you trip over it. Rock salt is much brighter, plus you could always scrape some into

your dinner. I'm hoping we can find microcline down there. Such a striking mineral.



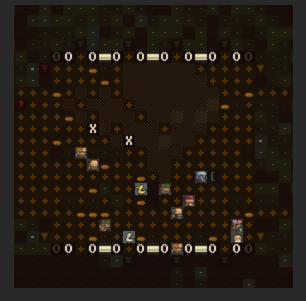
By Felsite, the bedrooms are functional, but nobody seems to be keen to call dibs. I'll have to see whether I can get them to move in willingly (read: forceful evacuation).

Spoiler (click to show/hide)

My plan is to have this section as a home for reputable/important dwarves (read: named dwarves), since half of us Dorfed ones are already living in this section. Also I've set the door to internal so I can expand the room size even further until the balcony. It's a neat little trick to boost the room's value. Now they have an extra 4 tiles of space + their own door.



Next up, the central part of the complex will be built above the dining room. Because of existing flooring, construction is proving to be bloody difficult. They say they have to dismantle the roof to build walls on it, and that takes time. Not to mention the structural instability that it causes....



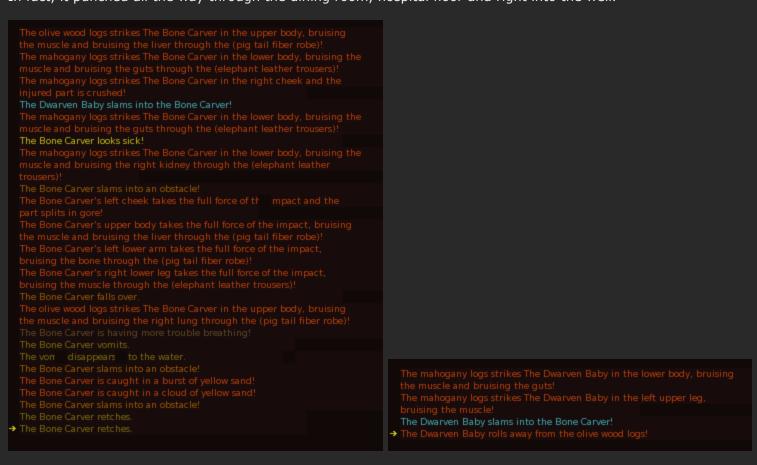
Uh oh.



UH OH.

Right in the dining room, goddamit.

In fact, it punched all the way through the dining room, hospital floor and right into the well.



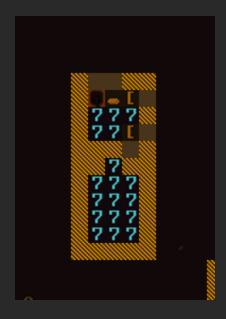
Context here, it really is a miracle that only two people suffered real injuries when the cave-in itself knocked out about twenty odd dwarves.



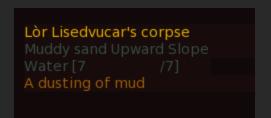
Unfortunately, it doesn't hide the fact that those two people are Hiddenleafguy's wife and baby son, and that they are now swimming with the proverbial fishes in the literal well.



You'd think that the ladydwarf who was just crushed by a heap of falling logs would be pretty well-incapacitated hehe by now. But with superhuman effort, she -UNH- lifts herself one tile upwards and plomps herself onto the ground.



According to the laws of physics though, babies don't float too well Har har. Hey Quasar, didn't you say this game was PG-rated?



cough And the thing being, we can't retrieve the body because it's an aquifer. Erm. Yeah. That means we'll have a dead baby in our well. Well muhaha that got dark(er) real quick.



Wait until Hiddenleafguy finds out. I'm sure he'll share my sense of humour. Or he'll bash my skull in, not too sure.

Spoiler (click to show/hide)

I didn't catch a screenshot, but he literally gave zero fucks. The only bad thought he had was 'indignant at being forced to endure the decay of a loved one' since I didn't bury him. It took him more than three months to feel this, during which his wife had already went through about seven different stages of grief and mourning.

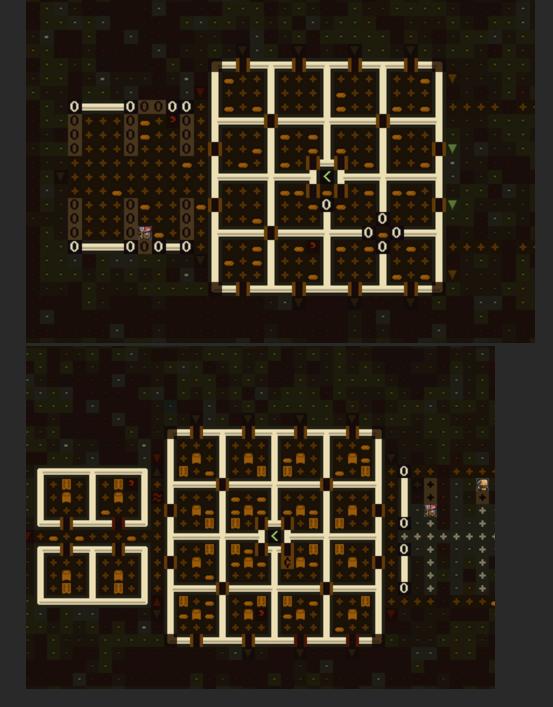
```
Sazir Kogankälán, Bone Carver
Sazir Boattrails
In emotional shock!
No Job
Competent Marksdwarf (Rusty)
Novice Shield User (Rusty)
Novice Armor User (Rusty)
Novice Discipline
Novice Observer (Rusty)
Novice Dodger (Rusty)
Novice Glassmaker (Rusty)
Adequate Bone Carver (Rusty)
Novice Wax Worker (Rusty)
Dabbling Swimmer
c: Combat
                                              m: Misc
                        b: Labor
```

Within the last season, she was shocked at the unexpected death of somebody. She grieved at somebody's death. She was afraid after experiencing trauma. She was horrified after seeing Lor Markurns die. She was annoyed after choking on dust underground. She felt hopeless after suffering a major injury. She was confused after being knocked out during a cave-in. She felt satisfied at vork. She was shissful after a bath. She was grouthy when caught in the rain. She was embarrassed to have no shirt. She felt humiliated to be uncovered. She was fell plasure near her own fine Bedington and the standard of the second of of the sec

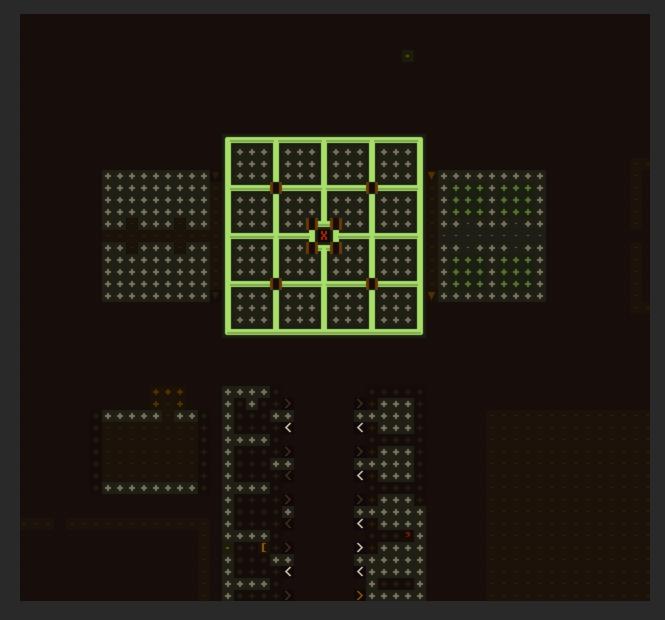
Now back to your regularly-scheduled program free of puns and dark humour.

~Tiiiime lapse~

Spoiler (click to show/hide)



It's taken absolutely forever, but we've finally got the quarters operational. Building extensions upstairs should be much easier now, as long as the design matches that of the floor below. A keen eye would notice something – Taupe's finally getting a roof over his head! To be more exact, he's getting four rooms over his head. Hope nobody minds the noise.



The third floor finishes in a record one month. It is beautiful. Microcline is love, microcline is life.



Don't take my word for it, but those Founder apartments look very Scandinavian.

Bearskie is relieved to have a mandate deadline met recently.

Epilogue

2nd Timber 238

"WAAAAAAAAA!"

Sazir Kogankälán, Bone Carver has given birth to a boy.
 → Sazir Kogankälán, Bone Carver cancels Store Item in Stockpile: Seeking Infant.

He is the son of Sazir Boattrails and 'Hiddenleafguy' Trustpages. He is a worshipper of Rurast Mirrormystery the Bewildering Cloak.
He is a citizen of The Old Nets. He is a member of The Farm of Hammers.
He was born today, which makes him very young indeed.
His sideburns are clean-shaven. His very long moustache is neatly combed. His very long beard is neatly combed. His hair is clean-shaven. He is average in size. His eyelashes are extremely long. His ears are somewhat short. His hair is burnt sienna. His skin is cinnamon. His eyes are slate gray.

Zan Tölúnerith likes phyllite, bismuth, anethyst, kestrel tooth, backpacks, figurines and llamas for their long necks. When possible, he prefers to consume capybara, pineapple wine, kangaroo's milk and pineapples. He absolutely detests nosquitos.

Le has very good focus, further has an elevative for nusic applanation of the prefers to consume capybara pineapple wine, kangaroo's milk and pineapples. He absolutely detests nosquitos.

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Jeez Hiddenleafguy, you're f-kin incredible.

Incase you haven't realised, these updates are only vaguely arranged in chronological order; instead I'm grouping them based on undertaken projects. Most of the time I have several separate projects going on concurrently.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on August 30, 2015, 02:40:46 am

"Whelp, dead baby in the well. Water we gonna do about tot?"

"It's a good thing the first overseer kept a second well in reservoir for just such an emergency."

"Infant, I'd say Quasar's actions saved this fortress from a grave situation."

"Oh shit! Shh! Shhhh!"

[hiddenleafguy walks by]

"Do you think he heard us?"

"Well. I feel like a borehole."

"Pffff-heheheh you're awful."

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on August 30, 2015, 03:48:05 am

Journal of Quasar, Head Cook

Tragedy. Bearskie decided to extend the dining hall upwards, rather than down as would be sensible, and with stone rather than wood. I am no architect, but even I can see the problems inherent in the system. Did he really expect mere wood logs to support the weight of multiple stone floors? I do not know, and I care not to ask. What matters is the near-drowning of poor Sazir, and the death of her dear Lor.

We cannot recover the body, so I await Bearskie's order to floor off the northern well. Perhaps we can turn the lower room into a memorial, to honor the child. I certainly cannot imagine any dwarf being willing to drink from that water source now, for all that it is a very nice well.

(OOC: the northern well has some surprisingly expensive components I got by trading. If you dismantle it, you might want to re-use that bucket before it get's used for lye or something)

Bearskie demanded construction continue, and so it did. Somehow, my fellow dwarves managed to bend the laws of physics to build stone

upon wood without any further collapses. Though I can't deny I would feel safer if the lower levels were replaced with more structurally-sound building materials, I cannot deny that the new microcline apartments especially are... nice. It's oddly impressive, looking upon dwarven architecture from the outside and being able to see it all at once, rather than room-by-room.

Hardly fit for a mayor, though. I wonder if that boy has something else in mind for my own quarters?

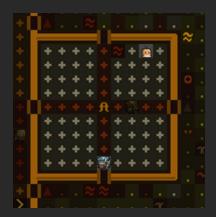
Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Gwolfski on August 30, 2015, 04:58:16 am

giant5 hamster! so cute! imaginbe it ripping goblins apart!

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on August 30, 2015, 05:34:54 am

Mandate #4: Our Military, O' Our Military

Pertaining to matters regarding the military of Breadbowl, AKA Taupe and that other guy.



Let's get the most important matter out of the way first: the barracks floor has been floored over. Snazzy, eh?



Olon, our legendary armorsmith, got to test his skills when he designed the new uniforms. His craftsdwarfship was truly sublime. Seams of interlocking metal rings, woven together so seamlessly you could barely tell where it ended or started. It was of finer make than I've ever seen. Even the mountainhome would struggle to match this.



Lastly, we have also TRIPLED our military size, bringing us to a grand total of six soldiers. Together, they look truly formidable in their masterwork armour. These brave, suicidal men-at-arms will defend the liberty of Breadbowl with their very lives! Our enemies shall cower at the mention of the Shafts of Fortifying, masters at stabbing and slashing! They shall flee before the thundering of the Earthen Assaults, who will hack and... operate pumps? I guess those giant corkscrews are pretty damn formidable after all.

Engraved below are the various conquests of Taupe the military of Breadbowl.

<u>Spoiler: The Shaft versus the Tick</u> (click to show/hide) In which we learn that Taupe has some serious anger issues.

a The Shafts of Fortifyi	ng Kill Giant Tick	
b Civilians	Nii Oldite Hek	10
c Civilians		10
d Civilians		9
e Civilians		8
f Civilians		10
g Civilians		10
h Civilians		9
Civilians		2
j The Earthen Assaults		3
a etc.: Select exclusive A etc.: Select multiple		
+-*/: Scroll list		
k: Attack	m: Move	
o: Cancel orders		
z: Center on selected		
s: Viev chedule		
t: Active		
p: Select individuals		
Space: Resume		
ESC: Done		

```
The militia commander stabs The Giant Tick in the left second foot with
his *bronze spear*, tearing the muscle!
A ligament has been torn and a tendon has been torn!
The militia commander stabs The Giant Tick in the cephalothorax with his
*bronze spear*, tearing the muscle!
The militia commander bashes The Giant Tick in the cephalothorax with the
shaft of his *bronze spear*, fracturing the chitin!
The Giant Tick charges at The militia commander!
The Giant Tick collides with The militia commander!
The militia commander bashes The Giant Tick in the right second foot with
the shaft of his *bronze spear* and the injured part explodes into gore!
The militia commander stabs The Giant Tick in the abdomen with his
*bronze spear*, tearing the muscle!
A ligament has been torn and a tendon has been to all
The militia commander stabs The Giant Tick in the cephalothorax with his
*bronze pear*, tearing the muscle!
The militia commander stabs The Giant Tick in the cephalothorax with his
*bronze spear*, tearing the muscle and tearing the brain!
```

Pretty cool battle to visualize though.

Spoiler: The Eternal Wild Boar Hunt of Galena (click to show/hide)





First kill again goes to Taupe, who upon receiving the kill order, raced out of the barracks before anyone could even get their armour on and scored a one-hit-kill on the first boar he could find.

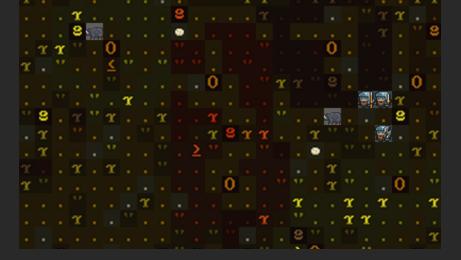
The militia commander stabs The Giant Wild Boar in the head with his =iron spear=, tearing the muscle, chipping the skull and tearing the brain!

A tendon in the skull has been torn!

The Giant Wild Boar has been knocked unconscious!

→ The =iron spear= has lodged firmly in the wound!

For the record, a giant wild boar is roughly eleven times the size of a dwarf, or roughly three times the size of a troll.

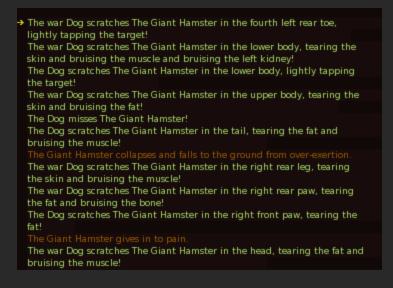


Look at the rest of these chumps, having to gang up on them 3-to-1. It's as if they're scared of being gored through by huge tusks or something.

Spoiler: The Great Enemy Returns (click to show/hide)



Erm. So Taupe's just been sitting there ashen-faced for the whole day. Literally froze as soon as that giant hamster came barrelling into the dining room. I mean, it wasn't even particularly threatening. The kids wanted to pet it, but a war dog nommed it to death.



...I wonder what his problem is. Hopefully nobody has the sense to tell him we're having giant hamster stew for dinner tonight.



Lately, there has been word about some neighbourhood watch program started by SQman; only instead of sticks, they carry around crossbows. I'll give them a pass this time, but they better not be practicing on my watch. I won't have some trigger-happy kid wasting our precious bolts to shoot down squirrels.

Bearskie was ambivalent to have a mandate deadline met recently.

Jeez, you guys were absolutely spot-on about the giant hamster stuff going on. Any other predictions that coincidentally might have already happened?

@Quasar: It's going along;) Always save the best for last eh.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Gwolfski on August 30, 2015, 05:50:49 am

trap giant hamsters. tame. breed. war train. unleash on outside world

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on August 30, 2015, 06:49:57 am

Itsh dead Jim. Dead on our dining floor.

Title: Re: Breadbowl: a Succession Farm [40.24]

Post by: Hiddenleafguy on August 30, 2015, 09:33:47 am

Eh, the baby always drank all my ale rations.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on August 30, 2015, 10:23:43 am

Mandate #5: Proper Sentient Refuse Disposal

A proper disposal system for unsavoury sights that just refuse to rot away.



I have been working with the mechanics to build a device that will properly dispose sentient waste. The palisade Quasar erected helps but it is insufficient, as everyone agrees they still get the heebie jeebies when they are on refuse hauling duty.

These are the schematics for the device design as well as the user manual:

- 1. Unlock the door only if there is waste in the refuse stockpile that requires disposal.
- 2. Dwarves will store the refuse in the minecart.
- 3. Dwarves will trigger a pressure plate en route that opens the disposal hatch.
- 4. The minecart automatically dumps west into the disposal hole.
- 5. The hatch closes after 100 ticks, leaving the waste sealed in the pit.
- 6. If retrieval of disposed waste is required, use the manual access hatch beside the disposal hole.

WARNING: Do not leave the door unlocked all the time. Dwarves will dump everything from the refuse pile, even that fresh giant hamster corpse which you plan to butcher soon.

WARNING STEP 6: May induce bad thoughts and heebie jeebies.

Bearskie was pleased to have a mandate deadline met.

Human Summer Caravan



WHAT!? The people are telling me there's a caravan coming over from the hills? But that's impossible – the mountainhome wasn't due for another season! I rush over to join the crowd at the trade depot. Panicking.

→ A human caravan from Behal Rusna has arrived.

Then I saw they were humans. The same moment at which I saw King Sibrek's royal insignia on their shirts, and my heart sank - for I

knew then it was time we had to surrender our blood, sweat and tears to the mountainhome once more. The will of the king demands it. Was twice a year not enough for them? Were they not satisfied by their constant pillaging of our stocks? Now we not only answer to elves and dwarves, but also to humans.



Why do the people not care about such blatant disregard? When their livelihoods are to slave over farms and oceans, they just stand there, jovially hauling trade goods to the depot. Our trade goods, crafted by our hands. Made in the grounds that we built. For a moment I had the urge to call for Taupe's soldiers to attack, until I realised that they were outnumbered by the caravan guards. We were weak. We did not even have the might to stand against a single caravan - let alone the entire mountainhome.



There was to be no revolution today. I slunk ashamedly back to my room, leaving Quasar to handle the dealings.

Spoiler: Trade summary (click to show/hide) 471 prepared meals 2711 drinks Value = 42301 Urists

Migration Wave #2: 11th Malachite 238



F-kin fisherdwarves.

Alright 'fess up, why didn't nobody tell me about the human caravan? Or am I just the first one to get it (That would be pretty interesting if it was actually).

Had to get some seriousness out of my system after all that dead baby humour in the previous update. It does good afterall to show different perspectives of the ruleset we're playing. Bearskie's pretty obviously anti-royalist, moreso considering he 'disregards tradition and does not respect the law', while 'deeply respecting those who work hard at their labours'.

Missed these btw:

Quote from: QuQuasar on August 30, 2015, 03:48:05 am

Hardly fit for a mayor, though. I wonder if that boy has something else in mind for my own quarters?

Boy? You mean the guy who happens to be fifteen years older than you? O_o

Quote from: QuQuasar on August 30, 2015, 03:48:05 am

I certainly cannot imagine any dwarf being willing to drink from that water source now, for all that it is a very nice well. cough.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: QuQuasar on August 30, 2015, 06:03:13 pm

Quote

Erm. So Taupe's just been sitting there ashen-faced for the whole day. Literally froze as soon as that giant hamster came barrelling into the dining room. I mean, it wasn't even particularly threatening. The kids wanted to pet it, but a war dog nommed it to death.

That war dog is a goddamn hero. Give it it's own tomb with a platinum sarcophagus.

Ouote

ou guys were absolutely snot-on about the giant hamster stuff going on. Any other predictions that coincidentally might have already happened?

Prediction: Weaponised Gemstone Titan

Prediction: The hill of death will finally do something after 3 years.

Prediction: The goblins will arrive, but they will be friendly. We will have tea.

Sentient refuse disposal

Sooo... we're going to have a single-tile pit full of the corpses of everything we kill in it? That's awesome. Kill enough stuff, and it should eventually be able to send dwarfs mad simply by making them look into it. The only way it could be better is if it was underground, so as to produce a steady plume of miasma.

It's a good call though: my parallel-universe breadbowl has been having stress problems as a result of an overabundance of troglodyte corpses (we never got a gemstone titan, so the caverns have been open for a while. Been catching elk birds).

Quote

Ouote

Hardly fit for a mayor, though. I wonder if that boy has something else in mind for my own quarters?

Boy? You mean the guy who happens to be fifteen years older than you? O_o

Pish posh! I'm a fat bald noblewoman now. If I don't juvenilise dwarfs of a lower station than I, how will they ever respect me?

cough

You... you didn't floor over the well. They're still using it. Oh dear Tecak.

"Baby water! High in protein! Keeps your beard fresh and your skin smooth!"

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Taupe on August 30, 2015, 07:09:40 pm

Quote from: QuQuasar on August 30, 2015, 06:03:13 pm

Sooo... we're going to have a single-tile pit full of the corpses of everything we kill in it? That's awesome. Kill enough stuff, and it should eventually be able to send dwarfs mad simply by making them look into it.

You meant "make proud" of course.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: QuQuasar on August 30, 2015, 09:56:24 pm

Quote from: Taupe on August 30, 2015, 07:09:40 pm

Quote from: QuQuasar on August 30, 2015, 06:03:13 pm

Sooo... we're going to have a single-tile pit full of the corpses of everything we kill in it? That's awesome. Kill enough stuff, and it should eventually be able to send dwarfs mad simply by making them look into it.

You meant "make proud" of course.

No no I was being literal. There's likely to be a whole lot of "horrified to see [creature] die" thoughts waiting in that pit. If you eventually get enough of them in the same place, you've got a rather inventively cruel way to kill off useless dwarves dangerous criminals.

It's like the total perspective vortex, only with corpses instead of the entirety of of reality.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on August 30, 2015, 10:21:18 pm

Yeah, I have got one of those in my main fortress. It took what, about 10 years of sieges and sentient murders, but we can now go from zero to insane in about one month worths of 'perspective'.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on September 01, 2015, 09:30:30 am

Mandate #6: To Catch a Forgotten Beast

Beneath the depths of the world, the gem titan Thol-Anan sleeps in eternal slumber. Until it hears the dull crack of a pick, a faint echo, coming from a world beyond its reach. It casts its peridot eyes upwards as the sylvite ceiling crumbles, and gazes unto the face of the dwarf who knows he has dug too deep.

Ouote

First you hear a low rumble as the stones, the trees, and the entire cavern trembles in silent unision. Then an explosion of dust knocks you off your feet, sending you careening across the floor with deadly-enough velocity. Before you know it, Thol-Anan's above you, or rather his foot is above your skull, and your skull's on the cold hard ground. Life suddenly ends in shades of peridot green. Some manage to run away fast enough, aye. But then the fever sets in. Then the blisters. Soon you pass out. And if you're still alive after spending the week unconscious on the cavern floor with Thol-Anan and everything else around, then you deserve to be.

Thol-Anan. Our very own doomsday creature come to murder us all. I've not seen it yet, but I've heard the accounts from those brave few who went down into the caverns. Thol-Anan is dangerous, but Thol-Anan is also powerful. So powerful. Imagine what we could do if we had such power. None shall be able to stand before us. Not even the great dragon of yore. Perhaps not even the mountainhomes.

The mechanics have been told to keep this plan a secret. Goodness knows how many dwarves already look upon the beast as an omen of imminent death. I have no time to entertain such feeble superstitions, not when my mandates are already being questioned on a daily basis. They do not understand; they never do.



We dig out a tiny enclave by the seaside; within it is a passage that will lead directly downwards into the caverns. Most importantly, a sliding bridge controls access to the passage. When deactivated, it will slide back and trap whatever creature happens to be in the room at the time.



The room itself is haphazardly outfitted with old constructs plundered from the nearby furniture stockpile. As an afterthought, I grabbed a puppy from the dining room and placed it there as well. One can never have too much bait.



Everything is complete. The last inch of stone separating us from the caverns crumbles apart, and the miner hurriedly rushes back upwards, taking care to sidestep the placed cage traps.

Now we wait.

The mechanics rushed over to me this morning – they said they've caught something! Nerves jangling, we hurry towards the trap site. I can hear muffled grunting. Does Thol-Anan grunt?



Welp, I think we just got trolled lads. Damn. How did he even get by the cage tr-



Nobody thought of putting CAGES in a CAGE trap? Christ, and you call yourself mechanics...

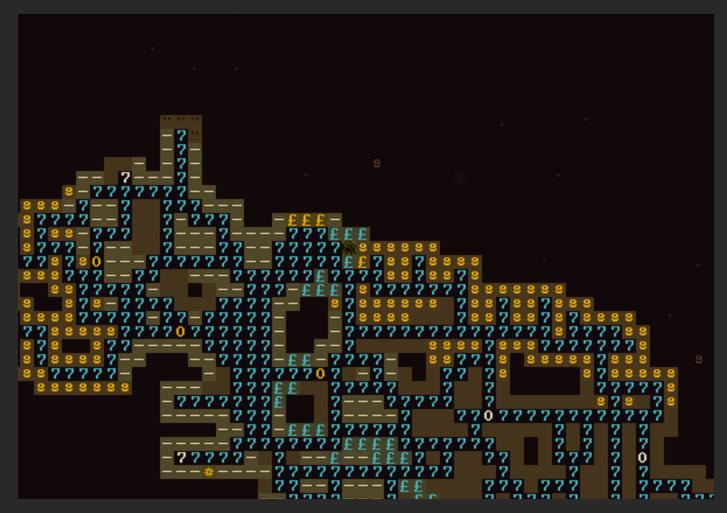


I actually had to call the military in for this. Tecak knows what they were thinking behind those expressionless faces when I told them about the trap room. Under Taupe's orders they nonetheless took their formation as the wall was deconstructed. There was bloodlust in their eyes.



They were frighteningly effective. It was left to us to clean up the grisly remains. The puppy was nowhere to be seen, but we armed the cage traps anyway and resealed the area.

Now we wait. And we wait. Still waiting...



This pretty much continued on for the rest of the year – Thol-Anan just sitting in the water with zero movement whatsoever. He'd only attack something if they came up right next to him, and even then he was still stuck in the same tile. Weird bug. I was pretty much resigned to nothing happening, but on the final month of Obsidian, I noticed a combat report.

```
→ the Forgotten Beast Thol Anan Ostar is fighting!
the orlak is fighting!
the Elk Bird is fighting!
the militian commander `Taupe' Ilromilral is sparring.
the Spearmaster Tekkud Betankulet is sparring.
the Elk d is fighting!
the Elk Bird is fighting!
the Axedwarf Ezum Astanan is sparring.
the Axedwarf Kadol Tunlerteth is sparring.
the Swordsdwarf Kubuk Zulbandesis is sparring.
```

Thol-Anan was free, and it was on the hunt.





"What do you mean, it vanished?"

"We cannot locate it sir. There is no evidence Thol-Anan is still within this cavern layer; we have not detected any tremors for a month now. It seems to have disappeared."



"Great big beasts made out of sparkling gems don't just disappear, my friend."

"Perhaps not sir. But wherever it has gone, we cannot detect it any further."



Bearskie feels uneasy to have a mandate deadline missed recently.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on September 01, 2015, 04:32:17 pm

It just left? Do they do that? I thought they wandered the caverns forever if you didn't take matters into your own hands.

Well, you tried. I guess now it's time to open up the caverns and start up the Giant Cave Spider trapping and breeding program.

Hey Taupe, you know how badass you were taking down that Giant King Cobra with only a bronze spear?

I think think this ten year old in parallel-breadbowl has you beat.

The Dwarven Child kicks The Giant King Cobra in the nose with his right sfoot and the injured part explodes into gore!

Tales from a Parallel World

To His Highness, King Sibrek Logemtad, Low King of The Old Nets,

- from the pen of Quasar, Mayor and Overseer of Imarust, "Breadbowl"
- on behalf of Baroness Medtob, Butcher and Tick Slayer.

It is fast approaching the anniversary of the founding of Breadbowl. I beg to report the settlement has been a complete success.

* We have begun breeding programs for a variety of rare wild animals, including Rhinocerii, Giraffe's, Elk birds, Draltha, Monitor Lizards and Cave Crocodiles.



- * Much of our settlement is built of wood, in homage to Neblime, our Head Carpenter, who was sadly slain at the hands of an Ettin in our second year. Nonetheless, the value of our rooms exceed even those of the mountainhome, due to an abundance of iron, silver and gold.
- * Under the tutalage of Head Grower Bearskie, our planters are growing a wide variety of rare tropical crops, including Taro, Cassava, Watermelon and Passionfruit, as well as the more usual staples of Rye, Maize and Rice.
- * We are harvesting a wide variety of native fruits and nuts, including Carambola, Rambutan, Coconut, Cashews, Olives, Citron's and Limes, and Head brewer Psychoangel is brewing them into some of the most delicious alcohols known to the world.
- * We have had our first encounter with the Vile forces of Darkness. Our militia, lead by our legendary commander Taupe and outfitted in steel by our experienced armour and weapon-smith Zaneg, experienced utter victory and annihilated the enemy without so much as a scratch.
- * Even our civilians are proving formidable. An unarmed child kicked a Giant King Cobra so hard i nthe nose it *exploded*, and an equally unarmed clothier punched a Giant Cave Spider *to death* before it could loose any web or harm any dwarf.

The dwarves of breadbowl believe we have proven ourselves out here, King Sibrek, between the Forest Of Tempests and the Hill Of Death.

Thus, it is with only the mildest tinge of regret, the redundant remnant of the loyalty I felt so strongly in my youth, that I announce that we will no longer be sending you the food and drink we have worked so hard to produce these many years.

The Farm Of Hammers no longer need you.

The Farm Of Hammers no longer fear you.

We have a new Monarch. A Ruler who cares for us. A Sovereign who will lead us to *victory* against Goblin, Elf, Human and, yes, Dwarf alike.

To think, I once condemned our Queen to the magma. But down there, lit by the forge of the earth, reflected off of purest Adamantine, I stared into Her eyes, and I knew destiny. The magma could not have destroyed Her. I doubt anything could have.

We will take this world from the unworthy in Her name. We shall trap spider, crocodile, even *dragon* on Her behalf and lead armies of fell beasts against the heathen mortals. From her glumprong throne, the empress shall rule over all the unworthy mortals of our world.



A large creature the shape of a hamster.

.. Im go oromone one onape of a manecor. She is very fat and enormous overall. Her hair is mottled white and brown. Her skin is dark brown. Her eyes are black.

We take upon ourselves a new name, a name beffitting the civilization destined to rule this world under the paw of a **goddess**.

We are **The Hammer Of Hamster**.

And we'll be seeing you shortly, King Sibrek.

Yours kindly, Quasar, Head Cook of Imarust, "Breadbowl"

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: QuQuasar on September 01, 2015, 05:28:07 pm

(Epilogue)

Instead of a caravan, the next year's Autumn saw the dwarves of The Old Nets send their entire army to Breadbowl. This move was widely criticised as an overreaction, until the dwarves of Breadbowl put up a surprisingly effective defence. With losses of 10 to 1, it was only through sheer numbers that the regiments of King Logemtad managed to overrun the small farming village and massacre it's residents.

Eventually, the rebel dwarves were subdued and the "Empress" of breadbowl was captured. The hamster now resides in a cage in the quarters of King Sibrek Logemtad, as a demonstration of the folly of rebellion against the King.

There are rumours that if you place your ear to the door to the kings quarters late at night, the king can be heard speaking in hushed, paranoid tones to the creature. These are of course nothing more than rumours, as no dwarf would dare try to eavesdrop on His Highness.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Bearskie on September 01, 2015, 10:40:48 pm

What have you done Quasar? What in Armok's name have you done.

Quote from: QuQuasar on September 01, 2015, 04:32:17 pm

It just left? Do they do that? I thought they wandered the caverns forever if you didn't take matters into your own hands.

I'm surprised you haven't figured it out actually, since you've been playing the alternate save as well. Our cavern has a downwards passage (which I forgot to screenshot) which leads directly into the second cavern. Since we havent explored that far, we couldn't track Thol-Anan when it descended into deeper levels.

What this means is that as long as that downwards passage is not sealed, Thol-Anan has free reign over **two** cavern layers. Fractured and maimed he is, he remains extremely dangerous with his deadly dust. Would not recommend direct confrontation.

Spoiler (click to show/hide)

Edit - Speak of the devil, I found the screenshot.

You have discovered a downward passage.

Press Enter to close window

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Taupe on September 01, 2015, 11:29:25 pm

Man, outdone by a child...

If we have the steel, may I request that my dwarf be upgraded to a steel spear, before he grows attached to his current iron spear?

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on September 02, 2015, 08:42:17 am

Mandate #7: Introduction to Landscaping

A sea-based moat designed to secure a defensive perimeter around Breadbowl in order to keep dwarves in – and foreign threats out.

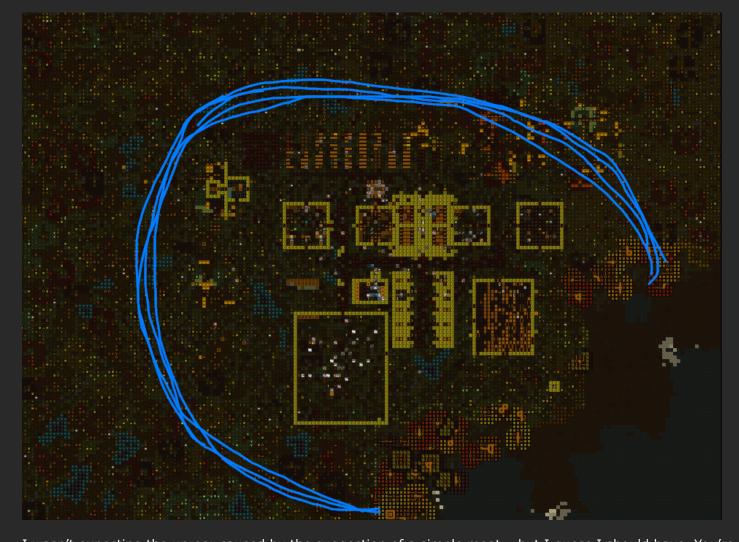
I had a dream last night.

Ouote

They were coming in from over the Hill of Death; score upon scores of goblins, moving like shadows and lightning through the glumprong woods. Our military fought like demons against the rising tide, iron to iron, blade to blade. United they stood against the wave of darkness that came pouring through the trees, and for a moment we felt faint hope burning within the depths of our hearts. But all hope was lost as I looked towards the western plains. From the branches of the Jungles of Twilight came the elves with their ferocious war beasts, each of which towered over a dwarf many times over. And from the seas beyond, I saw legions of humans sailing forth on their wooden ships, their masts spread wide in a declaration of war. I turn away; I look skywards. High above the horizon, there is a dark shadow beyond the clouds; its wings menace with spikes of ivory. It is burning the sky. I am burning.

Alright, that's it. Dream or no dream, Taupe was right – we were frighteningly exposed out here on the surface. This wasn't a dwarven fortress, where entire sections could be sealed at will with a strong enough drawbridge. We weren't elves either, who could escape upwards and flee through the treetops.

So, think then. What would the humans do?



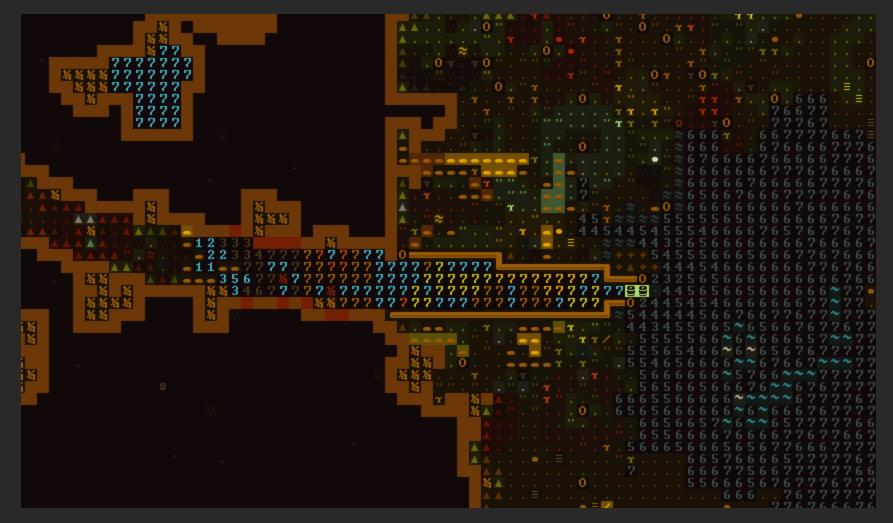
I wasn't expecting the uproar caused by the suggestion of a simple moat – but I guess I should have. You're going to drown us all, they said. We're all going to end up like poor Lor, they said. It's a sheer waste of dwarven labour, they said. They better get to work or they're going to find themselves on the wrong side of the moat, I said.



Digging the moat was actually the easiest part; excavating soil and loam was trivial compared to actual rock mining. Sure, there was some spillage and babies separating from their mothers when the lakes were mined out, but on a whole nobody really died.

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Tricky part was filling the moat itself. For this, we relied on two pumps working in tandem from both ends of the moat. By connecting each of these pumps to a power source, they would continuously pull in water from the ocean. Or at least, that was the theory. Realistically, we ran into problems when the eastern ocean pool wasn't generating water fast enough for sustainable flow. Someone suggested channeling to connect the pool to the main ocean, but it didn't help too much. Disappointed, I ordered the channel to be sealed up.



I guess we'll just have to rely on the southern pump then, which fortunately is working like a turbo drive. The mechanics did a good job on that one. It'll take a while, but the moat's not going nowhere.

SQman' Mûthkattashem, militia captain

Olon Adilgiken, Ranger

No Job

Thob Lòrstelid, Ranger

Oddom Dorenzágod, Ranger

No Job

Sodel ònultishis, Ranger

Bring Item to Depot

No Job

Bring Item to Depot

No Job

Specifically, it took approximately three months to fill; but by then, I'd already noticed some strange things while scrolling through the units list...



Huh. I didn't really care much about two rangers; they were pretty much dead meat by then. Anyone that fell into that pool was very unlikely to escape, considering it was a full 2-z's of water with sheer walls. But I was curious - how did they end up down there? I supposed it was because they were walking too close to the pool and fell inside, so I declared the pool itself a restricted-traffic area.



I didn't really start to panic until I saw this.



SHIT SHIT THAT'S OUR >>LEGENDARY<< ARMORSMITH!!! SHIIIIIIIT. Shit. I'm so fucking dead. We just lost our legendary armorsmith. This is worse than losing half the fort. QUASAR AND THE OTHERS ARE SO GOING TO KILL ME AAAAAAAAAAA *bashes keyboard* WYUIEY()&*YD&(Y&*YYDUIOHJKDH-



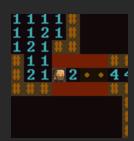
Wait what. Holy shit, HE'S CLIMBING UP THE CHANNEL GOD He's gonna surviiiiiii- wait a second.



Fuck.

Fuuuuuck.

I ordered that channel to be floored over, didn't I.



FUCK NO DONT GET PUSHED BACK DOWN INTO THE POO- OH GOD NO HE JUST GOT DUNKED AGAIN.

Thus began the most tense fifteen minutes I've ever had playing DF, as I carried out an emergency rescue operation in order to save the most precious dwarf in the fort. These are my exact notes.



DECONSTRUCT THAT GODDAMN FLOOR DAMN YOU LITTLE MIDGETS THIS IS MAXIMUM PRIORITY, BURROW EVERY BLEEPING DWARF IN THAT 4x2 SQUARE GOGOGO.

YES HE'S CLIMBED BACK UP THE CHANNEL HOLD ON MAN HOLD OOONNNNN *He gets flushed down into the pool again* NOOOOOOOOOOOO

GET THERE YES GET THERE DECONSTRUCT THAT FLOOR GRHHHH COME ON

WHY ON BLOODY ARMOK DOES DECONSTRUCTING TAKE LONGER THAN CONSTRUCTING

HE'S DROWNING AGAIN I DON'T GET IT JUST SWING YOUR BLOODY PICK AT THE BLOODY FLOOR DAMN IT

SHIIIIT NO HE JUST GOT UP FOR AIR AND NOW HE'S DOWN AGAIN AND HE'S SO GONNA DIE

... he's dead isn't he.

...



Holy. Shit. There was no way I thought a dwarf could've survived that at all. There were moments after a long dunk where he surfaced for a mere second and the flow pushed him back down underwater again. So many moments I could've swore the game was intentionally fucking with me, just waiting to cruelly drown him as soon as I deconstructed the floor.

But hooooly shit. This guy. He had the stamina to climb repeatedly up the channel, to survive being dunked countless of times. In-game he was probably in the water for an entire week, perhaps more. Imagine being in that sort of situation - an entire week clinging onto a rock for your dear life, while the waves continuously push you underwater again, day after day, night after night.

You, sir, are a fucking legend.



After a swift investigation, I discovered the culprit – three sandstone rocks which were left behind in the channel. I had accidentally ordered them to be used in constructions due to their proximity. As the area was frequently in 1-2 depth water, the dwarves blissfully wandered into the channel without fear, and got swept away by the flow.



Unfortunately, I made another discovery as well. I discovered that the two rangers weren't the only ones who perished.

```
cave fish leather right glove
-cave fish leather left glove-
(+«-mongoose leather trousers-»+)
(giant cave spider silk shoe)
(giant cave spider silk shoe)
(alpaca wool sock)
(giant cave spider silk cap)
(pig tail fiber sock)
sweet potato plant
(pig tail fiber robe)
(chicken leather dress)
*bitter orange wood shield*
(-river otter leather backpack-)
cashew wood logs
sweet potato plant
sandstone
≡iron spear≡

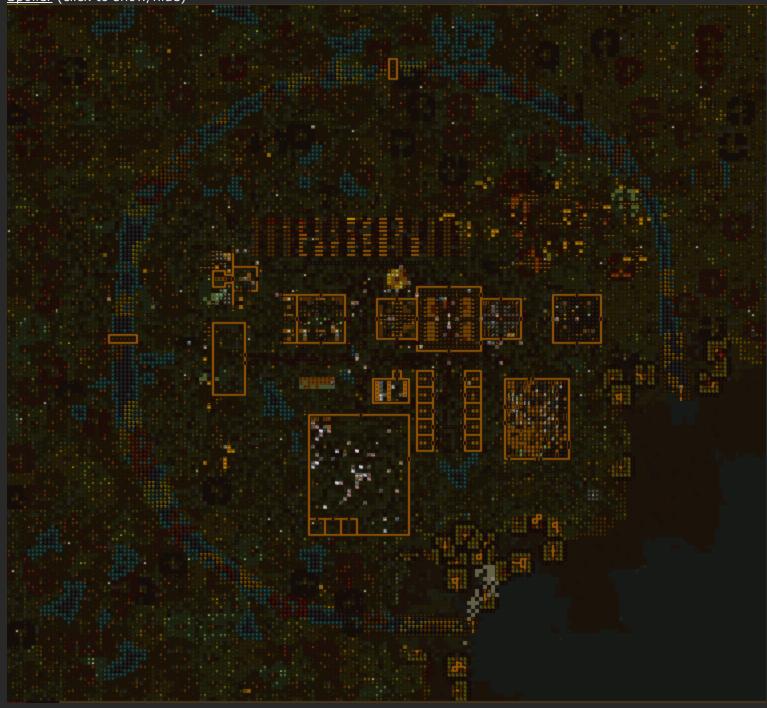
`Psychoangel' èrithritas's corpse
Muddy sandstone Upward Slope
Salt water [7 /7]
A dusting of mud
```

bonded well with everyone, and shared no grudges. I'd like to believe I was his friend, but now I don't know anymore. Now he was dead.

They were having a memorial party downstairs, both to mourn the dead, and to celebrate Olon's miraculous survival. Everyone was to be there – Olon himself, the families of those dead rangers, and the other Founders. I couldn't bear to look them in the face anymore, not today. Just want to sleep over it and forget about it all. When I sleep, I no longer dream of goblins and dragons. My dreams now only consist of the sound of sloshing water, and the clammy hands that drag me beneath it.

Bearskie feels conflicted to have a mandate deadline met.

Spoiler (click to show/hide)



Sorry Psycho :-\ Bummer. I got the three of you some very nice memorials though. If you want a redorfing, there's this one guy who may interest you...

Spoiler: Likot Earthscribe (click to show/hide)

Mebzuth Imikmorul, Planter Tobul Endokkoman, Planter Unib Vucarrerras, militia captain Ilral Shemmonang, Planter Lolor ônamkol, Potash Maker Sibrek Inodidash, Presser

Likot Bertathur, Soap Maker
Inod Ralmözir, Tanner
Ral Kilrudgídthur, militia captain
Medtob Zimesholin, militia captain
Sodel órrovod, Pump Operator
Mosus Dalkamkol, militia captain
`May' Olinesmul, chief medical dwarf
Ducim Idenumåm, Surgeon
`Ouasar' Ustutharkim, mayor

Taupe: Haven't started steel production yet as there's no flux (unfortunately). I've actually finished playing the turn, but the writeup's going to take 2-3 more days because of uni stuff.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on September 02, 2015, 06:46:55 pm

Olon Wipedstandard: Legendary Armoursmith, Marathon Swimmer, Once Made A Cap. I nominate Olon for elevation should King Sibrek make us a barony. He's earned it.

Shame about Psychoangel, but he died doing what he loved: drowning horribly after being drafted into the construction of a megaproject in a fort that has no soapmaking workshop.

Nice work on the moat: I like the perfectly circular shape. The geometry of the village is going to get interesting in the future, with overseers having to follow that shape on the first few layers rather than just expanding willy-nilly the way I did. I think it's safe to say you've left a permanent mark on the settlement.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Hiddenleafguy on September 02, 2015, 06:49:41 pm

Unless someone pumps magma into it, then all we have is a massive circle of volcanic glass.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Taupe on September 02, 2015, 07:01:31 pm

Quote from: QuQuasar on September 02, 2015, 06:46:55 pm

Nice work on the moat: I like the perfectly circular shape. The geometry of the village is going to get interesting in the future, with overseers having to follow that shape on the first few layers rather than just expanding willy-nilly the way I did. I think it's safe to say you've left a permanent mark on the settlement.

Pretty much my thoughts on the matter.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on September 02, 2015, 10:08:53 pm

Worth noting: a whole week spent drowning in a pipe being thrown backwards and forwards by the current, bashing against walls, floor and ceiling, finally culminating in the rescuers deconstructing the roof and Olon hauling himself onto dry land, and what's his immediate reaction?"

"Better go smelt some limonite."

Dwarves, man.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on September 02, 2015, 11:16:47 pm

Dwarven Autumn Caravan



The caravan arrived the following day, but I remained in bed. Let them take what they want - it was pointless to resist anyway. Psycho's death was still fresh in my memory. I heard they all went down to the beach to lay a memorial to the three, while I was here drinking gutter creor all night. Gods, what a horrible hangover. Really don't feel like seeing the sun today.

Then again, I'm still the overseer. Aye, I've made some bad decisions maybe. Still, like it or not, I took an oath when I first started to always work towards the good of the fort. That probably doesn't include hiding out here in the middle of a trade caravan.

Sun's pretty high up in the sky when I left my room. Even from here, I can see our vast stocks of maize beer and pond turtle biscuits being piled up by the depot. I no longer had the stomach for anger, but I wanted to ask the liaison if she would consider taking fewer goods. Perhaps if I reason it out, she will understand. It takes a long while for us to recover from a trading season; if the king took less, we could produce even more food. A win-win situation.

Spoiler (click to show/hide)

Fath Likotoslan: I am your liaison from the Mountainhomes. Let's discuss your situation.

But the liaison doesn't want to talk to me, they say. She speaks only to the mayor. Together with Quasar, they are now in her office conducting a lengthy discussion.

Spoiler (click to show/hide)



Quasar is a good negotiator, doubtless about that. I trust her fully with the fort's trade agreements. But I am worried.

Spoiler (click to show/hide)

```
The mayor "Quasar" Ustutharkim meets with the outpost liaison Fath Likotoslan

Merit deserves a reward, and I come empowered to establish this colony as an official land of our realm.

Do you have any dwarves to recommend for elevation?

'Quasar' Ustutharkim

a - I can scarcely believe this good news! I have some recommendations.

b - Flattering, but we'd rather maintain our distance from the homeland.
```

I am worried because I do not know what they are talking about behind these closed doors.

Spoiler (click to show/hide)

```
The mayor `Quasar' Ustutharkim meets with the outpost liaison Fath Likotoslan

A Barony

the Planter `Bearskie' Adagbomrek
the Le Grand Scaper `Psychoangel' erithritas
the mayor `Quasar' Ustutharkim
the militia captain `Gwolfski' Uristirtir
the chief medical dwarf 'May' Olinesmul
the Carpenter `Neblime' Besmarostar
the militia commander `Taupe' Ilromilral
the Planter Obok Enasstäkud
the Miner Dodok Keskalkemsor
the Planter Tobul Mingkiloslan
the Farmer Kadol Åbleltoltot
the militia ca ain Medtob Zimesholin
the Philosopher 'Aristotle' Mebzuthostuk
the Miner Nil Stettadathel
the Hunter Onul Letmosnir
the manager 'Hiddenleafguy' Gamilmörul
the Bone Carver Sazir Kogankālán

Enter: Recommend
ESC: Abort
```

I do not know what Quasar intends to do.

Spoiler (click to show/hide)

```
The mayor "Quasar" Ustutharkim meets with the outpost liaison Fath Likotoslan

A Barony

the Planter "Bearskie" Adagbomrek
the Le Grand Soaper "Psychoangel" èrithritas
the mayor "Quasar" Ustutharkim
the militia captain "Gwolfski" Uristirtir
the chief medical dwarf "May' Olinesmul
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the Planter Tobul Mingkiloslan
the Farmer Kadol Åbleltottot
the militia ca ain Medtob Zimesholin
the Philosopher "Aristotle" Mebzuthostuk
the Miner Nil Stettadathel
the Hunter Onul Letmosnir
the manager "Hiddenleafguy" Gamilmörul
the Bone Carver Sazir Kogankälan

Enter: Recommend
ESC: Done

8293: Scroll recommendations
```

I really don't.

They finally emerge at dusk. Both are laughing; they evidently share some sort of camaraderie with each other. Quasar sees me and raises her index finger to her lips, in the eternal gesture of silence. I wonder but I do not ask.

The merchants left that night itself. The Hills of Death was a dangerous place after sundown, but they were to hurry if they wanted to stay

on schedule. King Sibrek had decreed that all stocks were to arrive before winter sets in. The caravan guards seemed worthy enough; I hope they defended our goods well. Just before they embarked on their journey, I see Fath giving Quasar a wink.

Spoiler (click to show/hide)

→ imarust and the surrounding lands have been made a barony.

`Quasar' Ustutharkim, mayor has been re-elected.

I do not ask, but I am worried.

Spoiler: Trade summary (click to show/hide)

57

2257

198 prepared meals (counting based off trade screen, oddly enough the stocks screen didn't tally up; maybe I cooked more meals before I took the screenshot)

839 drinks

Fish

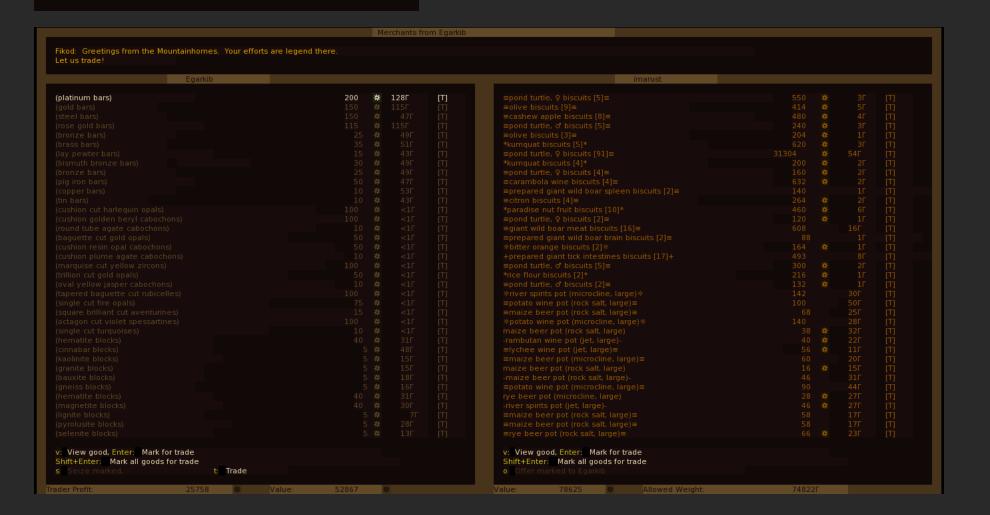
Plant

Value = 78625 Urists

Food Stores: Meat Fish Plant	182 57 2255	4484 Seeds Drink Other	651 847 492
Food Stores:		3590	

Drink

8 433



Migration Wave #3: 23rd Limestone 238



Back in my room, I find a report on my desk with details about the latest migrants. They arrived along with the caravan this morning, all five of them, and they were surprisingly not useless. I thumbed through the report, noting that one was a fairly decent engraver, the other a practising surgeon, and the next even used to run a leatherworks business. If I were my usual self I'd probably make some snappy remark about each of them, but not this time. They are good dwarves, and their expertise will be a credit to Breadbowl.

Quasar - Come to think of it, that's what I should've done :-\. But I had already played the game by then, and I just saw this as an easy way to pass over the next turn to Gwolfski. Oh well.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on September 03, 2015, 12:47:09 am

Checking his preferences...

... well, best case scenario he'll mandate the production of battle axes. Battle axes we can do.

Worst case, he starts demanding native-platinum millstones. Which would be oddly appropriate for Breadbowl, but kinda difficult to produce.

Also, I note he and Quasar share a mutual grudge. I can only assume she thought it would be hilarious to give the highest title in the land to the guy with no ambition or desire for responsibility.

Or maybe dorf!Me just hopes he *does* start demanding native-platinum millstones and a future overseer decides to find out how well he swims with one of them tied around his neck.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on September 03, 2015, 10:40:18 am

Mandate #8: Noble Quarters

Converting the mines into an all-purpose area designed to satisfy the petty needs of nobility.

Spoiler (click to show/hide)



The noble quarters started out fairly innocently enough. Ever since I took over as overseer, Quasar had been dropping plenty of not-too-subtle-hints that she needed a new office. We'd also appointed a new manager, who too expressed a need for his own 'private space' for 'doing things'. Frankly I was rather unfazed with these demands, and was already planning to get them to move their stuff to the tomb sector.

It wasn't until we began building the apartment complex on the 11th of Slate when we found ourselves in dire need of some good old-fashioned stone. Large mining operations soon ensued in the mines below our dining room. And so I thought, well then, since we're digging out stone anyway we might as well just dig out the offices as well; maybe get those pesky nobles off my back for a while.

Oh, and make that three offices. Turns out May could use one as well. She did have a Meager Office, but apparently nobody knew where it was. I would've asked May myself, but she tends to be in this imaginary office of hers pretty often.

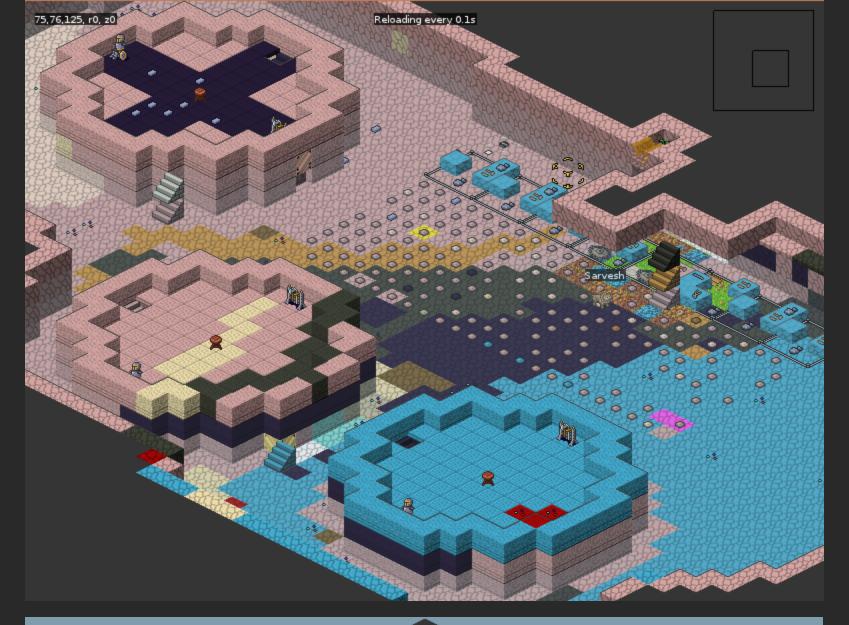
And the miners are digging in another layer; might as well expand the noble quarters to 2 z-levels I guess. Come to think of it, nobles need three rooms don't they? Bedroom, dining room and office. It would be a lot **easier** if we just made it 3 z-levels instead.

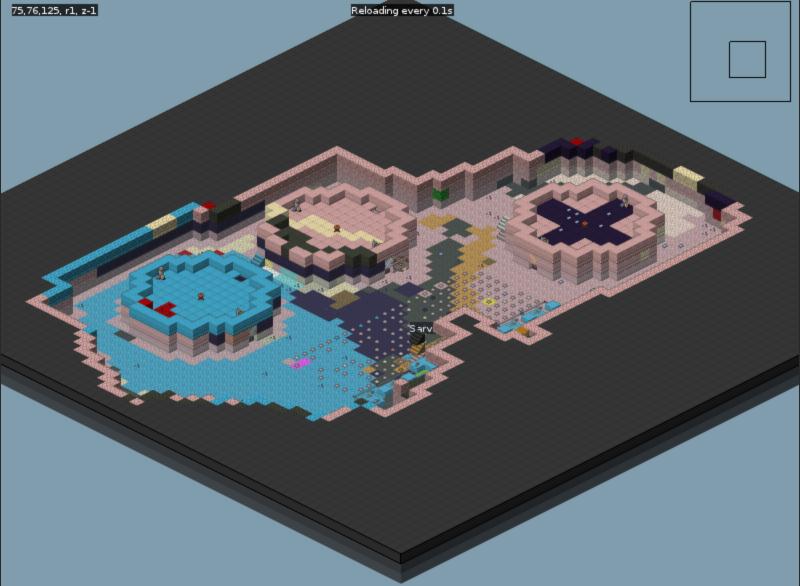
Har har har.

My point being, it took us eight whole months to complete this thing. We had our fair share of accidents of course. Accidentally tapped into the well once, and nearly flooded the whole thing. Minor cave-ins which could've been avoided. Irreversible designation errors (that's why Hiddenleafguy's office doesn't have a natural stone floor). Plus we had to execute a massive, controlled cave-in in order to correct one silly design floor, which even sent tremors throughout the whole landscape.

So Quasar, ye damn well better like it.

Spoiler (click to show/hide)





Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on September 04, 2015, 05:12:40 am

Winter

The news broke in the morning. By royal decree, Breadbowl had been declared a barony of the Old Nets by King Sibrek. Gwolfski, of all people, had been made baron. It was a surprise appointment; many had apparently expected Quasar to get it.

It was fairly obvious what that meant for me though. I was soon to be relinquished of my duties, and Gwolfski will take over rule of this fort after the baroning on Obsidian 31st. I'm not too sure how I feel at the moment. Apathetic, I guess. When I first took over I thought I could change things, but now I don't know anymore. Breadbowl deserves change; it deserves a better overseer. Perhaps Gwolfski will be that overseer.

Winter soon became a season of consolidation. I had lost my appetite for large scale projects; even if I wanted to, most were too busy preparing for the baroning ceremony to lend me a hand. Instead, I chose to focus on small, quality-of-life upgrades around the fort.



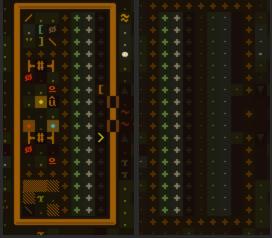
We finally got around to segregating the pastures, for instance.

Spoiler (click to show/hide)



It took alot of fiddling, but the millstone series are operational too. ((I swear, touch anything and the whole thing's going to collapse, so don't.))

Spoiler (click to show/hide)



Meanwhile, the new textile building has been meticulously tiled to specification.

Spoiler (click to show/hide)



Other buildings are also enjoying the flooring treatment.

Spoiler (click to show/hide)



Our poultry takes to the sky, as the nesting room becomes a nesting tower. ((Which for some reason, doesn't work – can't get them to lay eggs. Gonna need help on this one.))

Spoiler (click to show/hide)



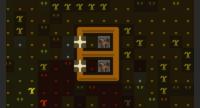
Various chokepoints in the jungle are being converted into trapping areas, in the hope that it might snare us some much needed wildlife.

Spoiler (click to show/hide)



With too much time and far too many blocks clogging up our stockpiles, a 21-room extension to the existing apartment complex is drafted and completed with surprisingly few problems.

Spoiler (click to show/hide)



Lastly, for curiosity's sake, I'm also running my own personal experiment on the Hill of Death's capabilities. So far, nothing too untoward has befallen these puppies (yet).

It will not be long before the baroning ceremony takes place at the end of this month. I will have to oversee a few more things, but on the all, the fort is running smoother than it ever was during my reign. Perhaps it is the winter air. It blows through Breadbowl like a cool breeze, and soothes gently our fragile souls.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on September 04, 2015, 06:54:44 am

Strange Moods

This year, we had a grand total of three artifacts produced at Breadbowl.

Spoiler (click to show/hide)



The first was created by none other than Litast, wife of the legendary armorsmith Onul - she who has seen and worked with sacred metal before. Litast claimed a craftshop, and by two weeks, we bore witness to the first true artifact crafted in this humble settlement.

Spoiler (click to show/hide)



Value = 8400 Urists

She called it Atorerush, the Perfect Handles. It was remarkably simple; to the untrained eye, it may even pass as merely another masterwork craft. But look closer, and one notices an engraving of unparalleled detail and fineness, etched on a ring of perfect circle.

Spoiler (click to show/hide) "Litast Mirrorfell Q Creator of Atorerush No Job Legendary Stone Crafter Adequate Spinner (Rusty) Dabbling Persuader Dabbling Negotiator Dabbling Judge of Intent Dabbling Intimidator Dabbling Conversationalist Dabbling Comedian Dabbling Consoler Dabbling Pacifier

b: Labor

From that day on, nobody could deny that Litast was a legendary stonecrafter. Rumour circulated that she had created Atorerush for the renewal of her marriage vows with Onul; even more rumours claimed that Onul had created an artefact iron ring in return as well. Soon, they became known as the Legendary Couple.

m: Misc

Spoiler (click to show/hide)

c: Combat

Inod Ralmözir, Engraver
Minod Silverrouts
Has the aspect of one fey!

Strange Mood
Novice Marksdwarf (Rusty)
Dabbling Observer
Novice Dodger (Rusty)
Adequate Engraver
Novice Animal Trainer (Rusty)
Novice Animal Dissector (Rusty)
Novice Trapper (Rusty)
Adequate Tanner (Rusty)
Dabbling Persuader
Dabbling Negotiator

The second artifact was created by an aspiring engraver, Inod Silverrouts. Reports claimed that he experienced fey-like attributes, such as having glowing white eyes and levitating his chisel. This time, the artifact was far more decorative.

Spoiler (click to show/hide)



Value = 36960 Urists

It was declared to be Splatterstroke by the fey spirit, who abandoned Inod's body upon the completion of the artifact. Adorned in almost every dwarven decorative style imaginable, from circular bands to menacing spikes to image depiction, all the while adhering to the spacial confines of a simple hood, it was truly a marvel of leatherworking.

Spoiler (click to show/hide)



Ironically, Inod was an atheist who flatly denied his fey mood and claimed that Splatterstroke was just another 'tacky costume headwear'. His creation was promptly wrested away from him before he could consider doing any further harm towards it. It wasn't long though before Inod demonstrated a skill with tanning that even he could not deny.

Spoiler (click to show/hide)



Continuing the trend in excessively-decorated headwear, the next artifact came from an unassuming farmer known as Ilral Plankdrilled. He too claimed to have been possessed by a great spirit, and bestowed upon his creation the inexplicable name of Yearrub the Contingent of Splattering.

Spoiler (click to show/hide)

```
Ilral Shemmonang, Planter has created idluzat Shizek Kekim, a frilly giant wild boar leather head veil!

Press Enter to close window

This is a frilly giant wild boar leather head veil. All craftsdwarfship is of the highest quality. It is encrusted with round jet cabochons and encircled with bands of round microcline cabochons and rose cut resin opals. This object menaces with spikes of giant wild boar leather and cotton plant fiber.
On the item is an image of dwarves in skunk leather. The dwarves are laboring. The artwork relates to the foundation of Breadbowl by The Farm of Hammers of The Old Nets in the early spring of 236.
On the item is an image of Amost Magickey In The Time Of My Ancestors the cow bone-bound book in alpaca wool.
```

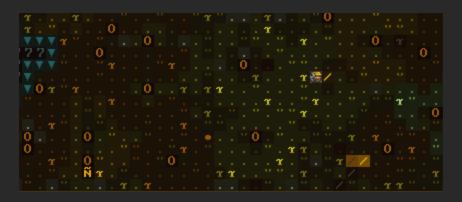
Value = 21000 Urists

Yearrub soon became a controversial matter as some felt that IIral had merely copied the methodology and design of Splatterstroke. This, compounded with the fact that IIral demonstrated no supernatural talents after his possession, lead many to denounce him as a fraud. Later investigations by expert craftsdwarves have managed to clear IIral's name somewhat, as the craftsdwarfship on Yearrub was found to be far too delicate for a dwarf of zero leatherworking skill to simply make on-a-whim.

The Rampage of Isha Alucisli in Breadbowl

Elves come forth during the bloom of spring. Humans prefer the steadfast heat of summer. Dwarves enjoy autumn, probably because they get to see trees dying so much.

But in winter, only dark things come out of the wood.



Rakust Dikestabbed swings her axe towards the bark of a lychee tree. This got her nothing more than a couple of wood splinters, partly because she hadn't done this for a while, but primarily because she was using a training axe. Afterall, it was bloody impossible to get a real axe nowadays thanks to that darn Total Armament Project. She hefts her axe for another try, and blinks. Was that the emergency alarm bells going off?



Rakust shrugs. Don't know what the big deal is this time, probably just another giant hamster that got into the dining hall. Rules are rules though. Better get into the fortress before she got another tongue-lashing. W-



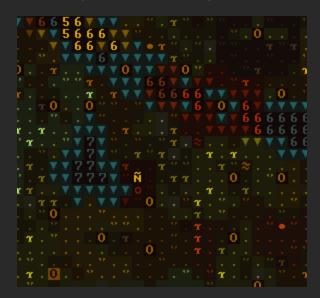
If it makes you feel better, a real axe really wouldn't have made that much of a difference.



Issha strikes with blinding ferocity, crippling Rakust on the first strike. The wereskunk then proceeds to wail on the dwarf with all the tooth, claw and fury she can muster. There is no time to waste – the bridges must be retracted as soon as possible, lest Issha makes it into the town of Breadbowl!



By then, Rakust has become no more than a gory chunk of mass on the ground. The wereskunk hardly cares; so much is its lust for blood that she tears at the bloody carcass nonetheless. Breadbowl holds its breath, praying that the beast is sufficiently distracted that she does not attempt to cross the bridge.



Success! With the beast safely trapped on the other side of the moat, SQman's neighbourhood watch program is called into action. Once they reach there, they will be able to snipe at Issha with little fear of retaliation.



Hang on a sec, were beasts can't swim, can they?

God damnit.



The part-time marksdwarves are hurriedly called off, and the real military is summoned. They arrive just in time to see the wereskunk rising from the river - it was now or never. With an air of trepidation, the kill order is issued and the Shafts readily advance in a spear phalanx.



```
Issha Alucisli, Wereskunk: Death is all around us. This is truly
 The Spearmaster kicks The Wereskunk in the head with her right foot,
 bruising the muscle!
 The Spearmaster stabs The Wereskunk in the right paw with her *bronze
 A sensory nerve has been severed, a ligament has been torn and a tendon has been torn!
 The militia commander stabs The Wereskunk in the left paw with his ≡iron
 spear . fracturing the bone!
A motor nerve has been severed, a ligament has been torn and a tendon has
 The Spearmaster stabs The Wereskunk in the right lower leg with her *bronze spear*, fracturing the bone!
A ligament has been torn and a tendon has been torn!
 The militia commander stabs The Wereskunk in the mouth with his =iron
speare, tearing apart the left cheek's skin!

The Spearmaster punches The Wereskunk in the right upper leg with her right hand, bruising the muscle!

Issha Alucisli, Wereskunk: I've been injured badly. I feel hopeless.
 The Wereskunk misses the Spearmaster:

The Spearmaster strikes The Wereskunk in the right lower leg with her 
*desert lime wood shield *, bruising the bone!

The militia commander stabs The Wereskunk in the right hand with his 
*iron spear*, fracturing the bone!

An artery has been opened by the attack, a sensory nerve has been 
severed, a ligament has been torn and a tendon has been torn!

The Wereskunk misses The Spearmaster!
 The Swordsdwarf scratches The Wereskunk in the neck, tearing the muscle!
 The Spearmaster scratches The Wereskunk in the lower body, tearing the
 muscle!
The militia commander stabs The Wereskunk in the upper body with his
 =iron spear=, tearing the muscle and tearing the right lung!
The Swordsdwarf stabs The Wereskunk in the left hand with her =iron short
 sword =, tearing apart the muscle!
An artery has been opened by the attack and a sensory nerve has been
 The Spearmaster stabs The Wereskunk in the left paw with her *bronze
 spear* and the injured part is cloven as under!
An artery has been opened by the attack, many nerves have been severed, a ligament has been torn and a tendon has been torn!
The militia commander stabs The Wereskunk in the left lower arm with his
 =iron spear=, fracturing the bone!
An artery has been opened by the attack, many nerves have been severed, a ligament has been torn and a tendon has been torn!
 The Swordsdwarf slashes The Wereskunk in the head with her wiron short sword and the severed part sails off in an arc!
```



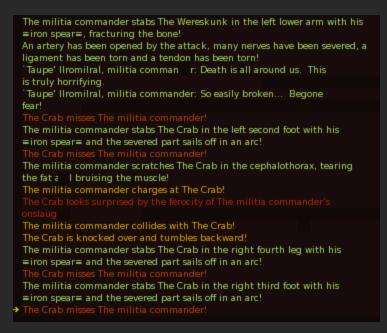
Issha's first few strikes are wild and powerful, yet the Shafts stick to their plan with discipline. They target her limbs and joints specifically to prevent her the liberty of movement. The wereskunk growls in anger as she falls to the ground, but Taupe drives a vicious stab through her right hand, and the growl turns into a howl of pain. Pinned to the ground, Issha dies a painful death as she sustains multiple severe puncture wounds. The battle ends as Kubuk Bannersnarls stands high above the prone Issha and beheads her with a single, merciful slash.



The dwarves of Breadbowl breathe again. In time, what is left of Rakust will soon be brought back to Breadbowl to be properly buried. Ironically, she is the first actual corpse to occupy the tomb area. The military will rejoice today in the wake of their success - but not by too much. It is afterall still winter.

Spoiler (click to show/hide)

But in all seriousness Taupe, you're getting rather paranoid all the same. This crab did nothing towards youuuu... and I was planning to trap it.



Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Taupe on September 04, 2015, 08:45:11 am

Paranoia? It's more akin to art really. I'm not sure you truly appreciate the finesse required to dismember limbs with spear stabs...

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on September 05, 2015, 07:44:38 am

Alright, I guess I'm done. Wanted to originally do one more post, but didn't really work out. Here's the save:

SAVE (http://dffd.bay12games.com/file.php?id=11111)

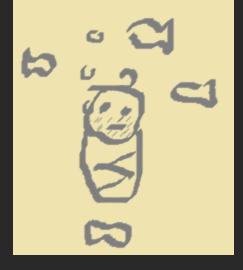
Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: SQman on September 06, 2015, 11:40:28 am

The journal of SQman, the Magnificent Royal Tracker

Entry 3:

The idea of building up isn't new in the dwarven culture. You find a tall mountain, dig deep horizontally, then all the way up until your fortress resembles a tall folk castle, but carved from solid stone. We, people of Breadbowl must be different, of course. Instead of digging up we LAY BRICKS. Yes, this is as inefficient as it sounds, but who knows, maybe there are benefits that I just don't notice. Ah, everyone knows this is not true. A baby has died because of Bearskie's weird fascination with the sky. I'd file a complaint, but I still can't find any paper. No, this situation isn't dire enough yet.

Scribbled on the side of the page is an image of a baby and fish in charcoal. The baby is surrounded by fish.



Entry 4:

I figured out that if I want to achieve anything in this outpost, I need to advertise my shooting skills. Is there a better way to do this than join the militia? I've approached Bearskie and told him about my military ambitions. "Aren't you the one who kept complaining that they're taking hunters' jobs or something? I mean, I was thinking about forming a crossbowmen squad. Just show me what you have to offer". That's basically what he said. Well, I might have skipped the part where he yells at me for engraving a rather crude and poorly made engraving in a clearly visible place, but that's not the point.

So he took me outside and told me to shoot a makeshift wooden target near the animal pens. Easy. Put three bolts almost to the very center. I though Bearskie wanted to scold me for wasting bolts, but apparently I was the first one to actually hit. He's praised me and told me I'll be a fine captain. I swear I heard him mutter "at least better than the rest of those sparrow chasers" or something along these lines

Entry 5:

There was some kind of a gem monster in the caverns, or so I've heard. They've made some trap that didn't work, then there were rumors that the monster has fallen asleep, then everyone suddenly stopped talking about it. Was it even real? I bet I could shatter it with a single bolt, but caverns are not the place where I like to be.

Scribbled on the side of the page is an image of SQman the dwarf, and Thol-Anan the forgotten beast in charcoal. SQman is striking down Thol-Anan.



Entry 6:

Two great hunters have died because of Bearskie's new weirdest idea: a moat. Humans sometimes dig them around their castles, but the whole town? I've seen a lot in my life, and I gotta tell you: if goblins do arrive, they'll have giant toads and giant bats.

Scribbled on the side of the page is an image of a moat, a goblin, a giant toad, and a giant bat in charcoal. The goblin is riding the giant toad. The goblin is riding the giant bat. The moat is useless.



Entry 7:

A wereskunk had forded our moat and killed a guy. Replace the wereskunk with 200 goblins. There's nothing more to say.

Oh my, water related deaths, my favourite kind. I wouldn't have guessed that land werebeasts path through water. Goblins and trolls do get stopped by water, right? Right?

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on September 06, 2015, 08:23:06 pm

Quote from: SQman on September 06, 2015, 11:40:28 am

Oh my, water related deaths, my favourite kind. I wouldn't have guessed that land werebeasts path through water. Goblins and trolls do get stopped by water, right? Right?

I'm not sure if they do normally (probably), but the moat isn't actually completely full. The scorching heat in the Hill Of Death means it evaporates constantly from there, while the forest pools in the Jungle Of Twilight are filling it up whenever it rains.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on September 06, 2015, 09:03:40 pm

This is a parchment envelope. It is stamped with the seal of The Old Nets, in blue dimple dye wax. On the item are the words "Gwolfski Uristirtir of Imarust" in charcoal lettering.

To Gwolfski Uristirtir, "Daggerdangles" of Imarust, "Breadbowl"

- from the pen of Fath Likotoslan, Outpost Liason
- on behalf of His Highness, King Sibrek Logemtad, Low King of The Old Nets,

His highness, King Sibrek Logemtad of The Old Nets, would like to express his congratulations to the dwarves of Breadbowl on the fact that, under the management of overseer Bearskie, booze production has more than doubled, up 225% of last years production.

However, his highness would also like to express his disappoint in the 8% reduction in quantity, and more importantly the **significant** reduction in quality, of food arriving from your outpost. Specifically, he would like me to communicate the following exact words:

"If your outpost makes me eat one more Armok damned **biscuit** (http://i.imgur.com/TALVL43.png), every single one of you will be thrown off the roof of your *ridiculous* aboveground settlement. And then hammered just to be sure."

I realise it can be difficult to produce food in the significant quantites required without taking... shortcuts, but I would strongly urge you to reconsider. His highness has a refined palate, and it took several hours of sustained argumentation on my part to persuade him not to request the immediate hammering of the previous overseer.

Please see to addressing these deficiencies as soon as possible, Baron Gwolfski.

Yours,

Fath Likotoslan,

On behalf of His Highness, King Sibrek Logemtad

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on September 06, 2015, 09:21:50 pm

I just realised something...

In parallel breadbowl, Neblime died first at the hands of an ettin. In actual breadbowl, Psychoangel died building a mega project.

These two dwarves had very little in common. Neblime was often sad and dejected. Psychoangel was the opposite. But...

Quote from: Neblime

She absolutely detests hamsters.

Quote from: Psychoangel

He absolutely detests hamsters.

Taupe? Watch your back.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Taupe on September 06, 2015, 10:18:47 pm

Quote from: QuQuasar on September 06, 2015, 09:21:50 pm

Quote from: Neblime

She absolutely detests hamsters.

Quote from: Psychoangel

He absolutely detests hamsters.

Taupe? Watch your back.

Maybe i should ask that badass, much cooler toddler to do it for me?

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on September 07, 2015, 03:36:52 am

Those are some adorable engravings SQman:P

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on September 07, 2015, 02:49:05 pm

Gwolfski has asked to be moved down a turn.

Taupe, that makes it your turn.

As always, keep us posted and remember to record everything you trade.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Iamblichos on September 07, 2015, 03:25:54 pm

Taupe better hope Gwolfski finishes his turn in Doomforests, or else he will be facing the dreaded twofer.

Snustok is waiting...

Hilerious bifs.com Hilerious bifs.com
Hilerious bifs.com

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Taupe on September 07, 2015, 05:48:16 pm

Im already running Murderflood currently. I dont see how I can realistically jump into this at the moment. Youd better dump me at the bottom of the list for the time being. Very sorry about this...

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on September 07, 2015, 08:08:07 pm

And... hoo boy... LordBrassroast is currently overseering FPS Hell Bonepillar.

Best to offer, though. LordBrassroast? Do you want to give it a shot, or should I move you down the turn list?

(Assuming we move you, SQMan would be next in line)

I wonder how all this hot-potatoing of the overseer position is playing out in-universe in Breadbowl? Nobody wants to be the dwarf responsible for meeting quota?

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Hiddenleafguy on September 07, 2015, 08:49:37 pm

Add me to the list! I will have internet tomorrow!

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on September 08, 2015, 02:08:31 am

Quote from: QuQuasar on September 07, 2015, 08:08:07 pm

I wonder how all this hot-potatoing of the overseer position is playing out in-universe in Breadbowl? Nobody wants to be the dwarf responsible for meeting quota?

Gwolfski's still on his baroning honeymoon period, Taupe probably doesnt give ten fucks about becoming overseer, Lord Brassroast is too busy taking care of her baby. So, next up on Breadbowl - the embittered marksdwarf captain SQman takes over the fort! Things to expect: lots of hunting, dead squirrels and a whoooole lotta DAKKA.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on September 08, 2015, 04:30:49 pm

Hokay, Just got a message from LordBrassroast.

SQMan, you're up.

Ouote

So, next up on Breadbowl - the embittered marksdwarf captain SQman takes over the fort! Things to expect: lots of hunting, dead squirrels and a whoooole lotta DAKKA. You forgot the masterwork engravings. :)

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: SQman on September 09, 2015, 07:38:16 am

Looks like my turn came early. That's actually really convenient, because I have nothing important to do this week, and I'm not so sure I'd have time later.

Anyway, I'm glad you like my "masterwork" ms paint scribbles, guys.

-What do you mean you can't? - asked overseer Bearskie - Is it because you just became a baron?

-That would be correct - answered baron Gwolfski - Apparently there are certain... formalities that have to be taken care of. When I say formalities I mean a lot of redundant papers to be signed and sent to the king, all the dukes, counts, and even barons, and there's a lot of barons! Knowing how things usually go, I'll have to send them at least three times before at least one of them reaches its destination.

Egarkib "The Old Nets" Dwarven

Ushat Regamat
Sibrek Nokimber
Morul Asmelnakis
Lokum Zatolon
Bembul Bomrekrabed
Ezum Unâlatir
Inod Fikodtôsed
Uzol ikthagoltar
Cilob Atirlecad
Stinthad Stinthädducim
Zon Mûthkatiden
Tosid Letmosmunèst
Asmel Datanelis
Rakust Mengcilob
Zon Amaskûbuk
Kulet Sazirnoram
Rith ûshrirorrun

Dwarf Fortress

baron of Worshipmountain/Getder
baroness of Cobaltholds/Wood Burner
baroness of Combinedtowns/Farmer
baroness of Combinedtowns/Farmer
baroness of Quicknessshot/Ranger
baroness of Oilpaints
baroness of Glazedviolence/Thresher
baroness of Glazedviolence/Thresher
baroness of Ripecastles/Fishery Worker
baroness of Whispertrade/Milker
baroness of Whispertrade/Milker
baroness of Unickness of Whispertrade/Milker
baroness of Labormortal/Farmer

-So what now? A commoner? A soldier? Don't tell me we'll have to organize an election, cause that never does anyone any good.

-You must know someone who'd be good enough for this job.

-Well, there is this one guy...

Suddenly the hatch to the room opened, or rather was slammed open by a short bald dwarf, captain SQman.

-And that would be me, right? -asked the unexpected guest.

-No - answered Bearskie bluntly - and why were you eavesdropping?

- -And why couldn't you just open the hatch like a civilized member of society? asked Gwolfski without looking away from his letters. -Well, I'm already here, so could I just... the captain began without answering any questions, but was immediately stopped by the overseer.
- -You've been talking rangers into a rebellion (fortunatelly they're smarter than certain someone), you've been hoarding crossbow bolts, and what's more, you drew a winky on my room's door! it was apparent that Bearskie could go forever Why would I... -Just make him the new overseer and get out of my office! shouted Gwolfski visibly frustrated I don't have time to listen to you two arguing! There will be no election, we won't be waiting for volounteers, the militia captain is now in charge of this place! Now let me work!

The journal of SQman, the overseer of Breadbowl.

Entry 1: spring

I can't believe they finally understood! Thanks to my charm and charisma baron Gwolfski made me an overseer! The bad news is that I won't be getting any paper any time soon. Baron Gwolfski stashed it all in his office.

My first mandate will be to allow hunting again. Some of the less busy rangers and I will take up crossbows and go get those exotic meats His Majesty is expecting us to get. The second mandate is to sort out the animal situation in the fortress



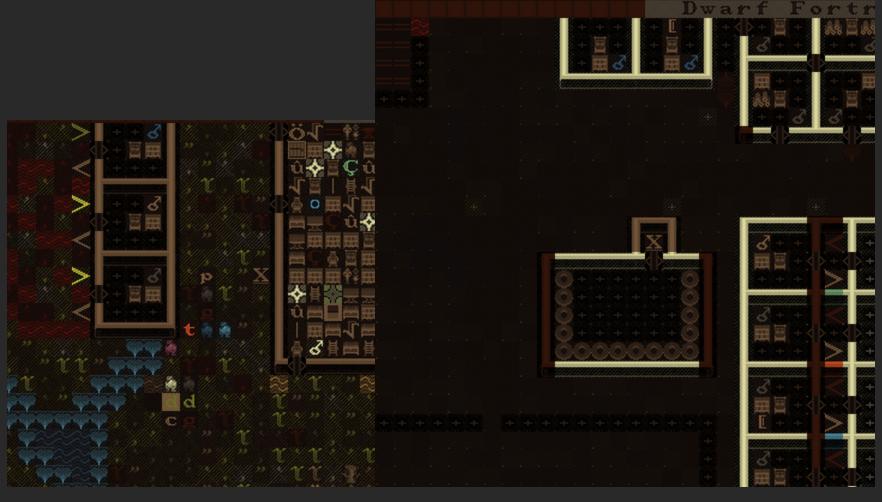
Especially the birds need to be taken care of. I believe we shouldn't keep different species together I remember when back in the Mountainhome my good friend Tekkud put a beak dog "liberated" from a passing goblin caravan in a rabbit pen. I won't let those terrifying geese eat our chickens. And I also won't try to train them for hunting, but that's a story for another time.



But first, the most pressing issue. Baron Gwolfski gave me a letter he got from His Majesty himself. According to this letter, the cooks weren't doing their best. While this isn't really surprising, His Majesty expects us to make something else than "biscuits". The last thing I want is to get anyone hammered. Well, at least literally, with a hammer. Let's step up our game then!

This is a stack of 7 superiorly prepared horse's milk roast. The ingredients are masterfully minced taro, superiorly minced sheep's milk, exceptionally minced horse's milk and exceptionally minced horse's milk.

I hope His Majesty likes milk, because Quasar sure does.



The fowl tower. That disgusting place filled to the brim with bird crap and feathers needs to be cleaned up. I ordered to let the birds go. Well, not really go, but at least they'll get some fresh air before the new fowl tower is finished.

Unfortunately, some kid came to me with a letter disturbing my overseeing. A letter from Gwolfski, no less.

```
The baron Gwolfski Uristirtir of Breadbowl meets with the Elf dplmt Ath

Athe Nawaracani You have disrespected the trees in this area, but this is what
we have come to expect from your stunted kind. Further abuse cannot be
tolerated. Let this be a warning to you.
```

The elven diplomat has finished her tour around Breadbowl. She's not happy with the rate at witch trees are disapearing. If I wasn't an overseer, I'd trample a sapling right in front of her, but now that I'm in charge, I feel weirdly... responsible. We just can't risk losing a trade partner, especially when said trade partner delivers our food to the Mountainhome. No more cutting down trees! At least for now.



Do elves really talk with animals? If so, our chickens will be able to tell them how well we trat them. There will be four rooms on every floor. A little uneven ones, but that shouldn't be an issue.

Argh! Why won't they let me just work on my chicken coop! A weaponsmith went all funny and stormed to the forge. He's sitting there drawing something, but he won't let anyone look at his project.

*A etven caravan from Lenicameta has arrived.

The armorsmith left his forge, probably to get some resources, and suddenly... elves! I'm not sure how much elf-friendly containers of food we have, but I'm sure we'll be okay.

I told the dwarves to stop making meals and drinks so it's easier to count later.



Meanwhile, the first floor of the fowl tower is completed. Still a little bit cramped, but at least we'll know what we're looking at. I can't believe I'm the first one who realized just how bad it was before.

Elves are suddenly "enchanted by our ethical work". If it wasn't for the food that we're supposed to give them, and the sweet, sweet giant hyena they have, I'd tell them to stick their enchantment up their bums. I know that by "enchanted" they meant "disappointed". I have a feeling they're looking for a reason to break the contract. Well, I'm not giving them any.

In the end we've bought all of their animals, some clothes and grown barrels and buckets. Three new residents for the fowl tower: a giant hornbill, a loon and a... monitor lizard?. Unfortunately not breeding pairs.

Some statistics, cause I'm kinda obliged to do this:

Prepared meals given: 580

Drinks given: 745

Would be great if we completely switched from wooden barrels to rock and porcelain pots.

```
Metalsmith s Forge

jet
(steet anvit)
*copper bolts [25]*

*copper bolts [25]*

*copper bolts [25]*

*silver bars
(point cut black zircons TSK
Stray Water Buffalo Bull TSK
water buffalo leather TSK
lychee wood logs
(turkey leather)
(sheep wool cloth)

TSK
```

Great news! the weird smith finally has everything he needs and started working! But I swear, if he makes something he shouldn't be making out of silver, I'll... I don't know actually, he's rather valuable as a weaponsmith.



Talking about masterful work, the fowl tower is nearly finished for now. Eight rooms, nine egg-laying animals, egg production more efficient than ever (hopefully). Since our loon is male, we won't be getting eggs from it, so it can wait.



A mace? A mace! And I was afraid it would be a sword. Almost beats my oversized chicken coop! I need to take a look at it personally.

```
Ataknikot, "The Ace Actions", a silver mace

This is a silver mace. All craftsdwarfship is of the highest quality. It is studded with silver, decorated with water buffalo bone and encircled with bands of sheep wool. This object is adorned with hanging rings of black zircon.

On the item is an image of Splatterstroke the coati leather hood in water buffalo leather. On the item is an image of a banana tree in lychee wood.

On the item is an image of Splatterstroke the coati leather hood in turkey leather.
```

The Ace Actions, worth at least 62400☼. I like the motiff of Splatterstroke being depicted twice. That symbolizes... I don't know what. I like this while "art", but damn, I'm bad at those things.

You know what's really funny? There isn't even a single dwarf who can swing a mace in this fortress. I've assigned a guy I've met at the fishery to the Shafts of Fortifying and gave him this mace. I wish there was someone more worthy than that, but gotta take what I can.



One thing I've never understood: why are people afraid of those caverns so much. There's so much meat in there. Much more than on the surface where thrips people scare everything away. I've heard the rumors about the crystal monster, but who actually believes those things. Not me.

```
(tlama wool trousers). Lower body

Ecitron wood shieldE. Strapped to Upper body

Esilver maceE. Strapped to Upper body

Cave Crocodile mangled skeleton. Hauled
```

But even I have to admit: there's something eerie in that place. Skeletons of various beasts lie scattered around. It wouldn't be so strange if they weren't mangled, crushed, sometimes smashed to dust. I don't suppose militia was running around these caves grinding bones into powder.

```
(sheep woot shoe) Left foot (pig tail fiber left glove) (giant cave spider silk righ bitter orange wood crossbow (blue peafowl leather quiver Etk Bird corpse Hauted etk bird blood spatter (lowe etk bird blood spatter (nose
```

Either way, we're sending elk birds with the next caravan.



It wouldn't be a good season if someone hadn't done anything stupid. I've ordered to dig out some jet for a minor project, and, well... there might have been a minor case of digging into the aqiufier.



Fortunately we can waterproof the fortress, but Gwolfski, Quasar and Hiddenleafguy... Well, we'll have to make alternative entrances to their houses.

There was also a migrant wave. 22 dwarves and a pig. Two rangers to join the neighbourhood watch, and a guy who can use a mace.

```
The Giant Gray Langur attacks The Brewer but He jumps away!
The Giant Gray Langur grabs The Farmer by the fourth finger right hand with her teft front foot!
The Giant Gray Langur releases the grip of The Giant Gray Langur's left front foot on The Farmer's fourth finger right hand.
The Giant Gray Langur bites The Farmer in the left upper leg bruising the muscle through the (pig tail fiber robe)!
The Giant Gray Langur latches on firmly!
The Giant Gray Langur shakes The Farmer around by the left upper leg tearing apart the left upper leg's muscle and bruising the bone!
An arter in the left upper leg's muscle and bruising the bone!
An artery in the left upper leg's muscle and bruising the bone!
An artery in the left upper leg's muscle and bruising the bone!
An artery in the left upper leg's muscle and bruising the bone!
An artery in the left upper leg's muscle and bruising the bone!
The Giant Gray Langur shakes The Farmer around by the left upper leg's muscle and bruising the bone!
An artery in the left upper leg's muscle and bruising the bone!
An artery in the left upper leg's muscle and bruising the bone!
An artery in the left upper leg's muscle and bruising the bone!
An artery in the left upper leg has been opened by the attack many nerves have been severed and a tendon has been torn!
The Giant Gray Langur shakes The Farmer around by the left upper leg tearing apart the left upper leg has been opened by the attack many nerves have been severed and a tendon has been torn!
The Giant Gray Langur shakes The Farmer around by the left upper leg tearing apart the left upper leg has been opened by the attack many nerves have been severed and a tendon has been torn!
The Giant Gray Langur shakes The Farmer around by the left upper leg tearing apart the left upper leg has been opened by the attack many nerves have been severed and a tendon has been torn!
The Giant Gray Langur grabs The Farmer by the Erambutan wood shield with her right front foot!
```

Have I mentioned a langur problem? They're easy to kill if you're not a newly arrived unarmed brewer with no combat experience. There are two wounded but no one died. Except of langurs. Every cloud has a silver lining, though. We've caught two of these filthy monkeys, which means that we probably have a stable breeding pair.

Next problem: no actual mine. Wel'll have to dig deeper. I don't want to hear about flooding a section of the fortress again.



What was that elk bird doing on the surface? Why wasn't I informed? Maybe, just maybe, they can become invisible? Invisible and very, very quiet.

A vile force of darkness has arrived!

Oh crap! This is much worse than any elk bird! Hey, at least they don't have bats and toads!

I'd finish spring, but Imgur refused to cooperate and I can't upload any more images. This is a good place to end it, though. Mostly been working on the fowl tower and fixing my own mistakes. Flooded houses will be definitely reclaimed in summer. Allowed hunting and opened up the caverns, so we're geting a lot of elk bird meat.

Things to do next time: break the siege, recreate the stone industry (no large pots at the moment, only copper barrels), access to flooded houses, segregation of non-egg layers (and elk birds), ???, profit.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on September 09, 2015, 09:28:58 am

...I must say, those noble quarters are getting more impressive by the second. Fully underwater, 3-z high towers? Even my own fort never had it so good.

+ ARTIFACT SILVER MACE HYPE!

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Taupe on September 09, 2015, 10:20:28 am

Heck for an artifact silver mace id certainly switch weapon types. But I got so much mileage out of spears, that'd be uncool. I hope the chosen wielder makes us proud and becomes a great hero...

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on September 09, 2015, 03:52:50 pm

Quote from: Taupe on September 09, 2015, 10:20:28 am

Heck for an artifact silver mace id certainly switch weapon types. But I got so much mileage out of spears, that'd be uncool. I hope the chosen wielder makes us proud and becomes a great hero...

Cue him or her failing to kill a single goblin and drowning in the moat on the way back.

I'm excited for the underwater towers. I say we trap an amphibious forgotten beast and put it in there, that the nobles may be soothed by it's lovely songs. "ROOAOAARR CRASH THUMP RRARARORAORRRR!". It's just a shame you didn't get a chance to install some glass windows and a few emergency floodgates in the sides of their towers though. Strictly for emergencies, of course.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Taupe on September 09, 2015, 04:10:22 pm

Quote from: QuQuasar on September 09, 2015, 03:52:50 pm

Quote from: Taupe on September 09, 2015, 10:20:28 am

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Cue him or her failing to kill a single goblin and drowning in the moat on the way back.

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Maybe replace doors by walls first...

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on September 10, 2015, 12:52:33 am

Journal of Quasar, Head Cook

We have a new overseer. I had originally planned for it to be Gwolfski, but to the surprise of no dwarf our noble baron shied away from doing any actual *work* in favor of stealing all of May's bookkeeping supplies and locking himself in his room. And here I got him that position on the basis that it might make him *more* productive! More fool me.

The new overseer seems a sensible dwarf: a hunter, who shares my fondness for the sleek lethality of a crossbow bolt through the head. And he's taking care of the issues I raised with the avery 3 years ago. That's almost enough for me to forgive him badmouthing my taro icecream (https://www.google.com.au/webhp?sourceid=chrome-instant&ion=1&espv=2&ie=UTF-8#g=what%20does%20taro%20taste%20like).

All in all, there are worse choices of overseer. I can't complain.

I'D LIKE TO MAKE A COMPLAINT.

SQMan opened the caverns! As in, the caverns directly below my quarters! THE CAVERNS WITH GIANT GREEN MURDEROUS 4-LEGGED GEMSTONES ROAMING THEM.

And just to scare the beard hair out of everyone, the refuse haulers have been carrying the crushed and mutilated corpses of Thol Anan's victims, most of them dangerous cave creatures in their own right, up the main staircase ever since.

And I swear I saw an Elk Bird sneaking up the stairs. I don't blame it.

I saw a lovely waterfall today. I am relaxed.

I would be even more relaxed if said waterfall wasn't in the process of FLOODING ME OUT OF MY HOME.

I'm not sure whether to blame the miners or the the overseer at the moment, but one things for sure: *somebody's* getting a well-minced dwarf saliva roast for dinner.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: nomoetoe on September 13, 2015, 12:06:41 am

Oh my, Much progression here. c: I like this.

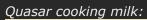
Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Taupe on September 13, 2015, 12:23:28 am

Oh yes yes yes this is going to be good.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: SQman on September 14, 2015, 07:26:31 am

No updates today, just a few scribbles: Spoiler: dem scribbles (click to show/hide)

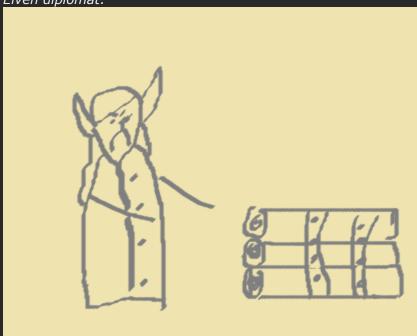






Is everyone in this fortress bald? Like, seriously.

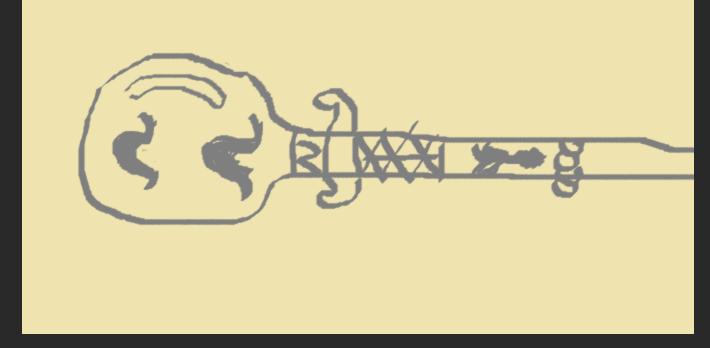


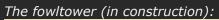


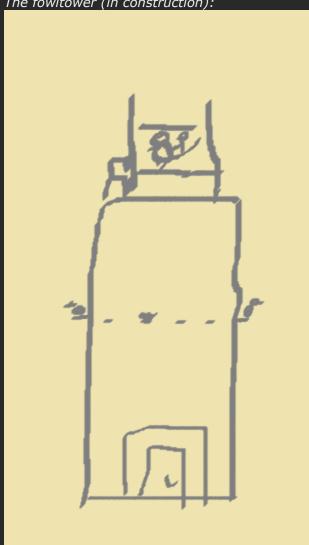
New animals:



Fabulous new artifact:











Expect some dwarf on goblin action tomorrow.

Edit: Let's go!

- -Taupe, I've got an idea said SQman, the overseer and the captain of the Neighbourhood watch.
- -I'm all ears, but I can't promise I will like your idea.
- -I'll go and talk with them. Don't worry, I know goblin speech.
- -Are you insane? They will... Taupe stopped. He knew SQman well enough to know that arguing with the arrogant dwarf won't have any effect Oh, screw this, I haven't even had my morning beer yet.
- -Oi! Oi! Someone's comin'! shouted the goblin on guard duty A dwarf! Wit' a crossbo' an' errythin'!
- -Shoot 'im, mate! No, 'e'll make a good slave! Le's eat 'im!
- Just before the grunts started to fight each other, a particularly large goblin stepped out of his tent.
- -Silence! he roared I'm d' one in charge, an' I'm sayin': let 'im in!
- -Wha'd ye wan' from us, dwarf? Beg for mercy? Sell y'self int' slavery b'fore we slaughter erry single one of ye?
- -I camm ahr ta ask yah ta sahm overseer SQman exclaimed, horribly butchering the common language.
- -Wat? I can't unnerstan' a word. 'S this yer dwarv'n idea of banter? Are ye tryin' t' get us mad? If so, Ye'v dohn it.
- -Ans'r m' questn', g'b'l'n! R' y' ahr fehr arr 'ood?
- -No sense in talkin' to dis daft fool the goblin leader said to his second-in-command.
- -Wahn' me ta kill 'im now, boss? 'Cause ye su'ly don' wan' a slave like dis.
- -No. Let 'im go. 'E can sen' a message to 'is mates. Oi, dwarf! Tell yer people Mato Âsmato is comin' wid' 'is army.
- -You're back! Taupe shouted in surprise seeing SQman crossing the bridge Learned anything?
- -That scoundrel refused to answer any of my questions. Well, actually if you think about it, there's a couple of things that seem rather important.
- -For example...?
- -It's not a serious raiding party, more like a scouting group. No more than 10 goblins including their leader, Mato Âsmato. No trolls, ogres, or any beasts for that matter.

The journal of SQman, the overseer of Breadbowl

Entry 2: siege!



The goblins came from west. 10 of them without any beasts or siege engines.

They camped just by the western bridge, so I've ordered all melee weapon weilding soldiers to stand on the bridge and wait, while my marksdwarves were stationed on the other side of the moat.

One of the goblins charged at us recklessly, but was quickly dispatched by one of my boys. He shot the goblin's leg, which was enough to cripple him. If that was my bolt, it would hit the heart, but I'm still proud.

Mato Âsmato, the raiders' leader was the first to charge into battle after that. Before his whip managed to touch anyone, one of the swordsdwarves cut off his foot and his shield arm.

```
Page 3/3

Dwarf Fortress

3rd Hematite

ribs and tearing apart the right lung through the ({cave spider silk

robe})!

A tendon in the right false ribs has been torn!

The Gobtin Axeman is having trouble breathing!

The Gobtin Axeman gives in to pain.

The Gobtin Axeman loses hold of the ({dcopper helm}).

The Swordmaster stabs The Gobtin Axeman in the head with her ≡iron short

sword≡ and the severed part sails off in an arc!
```

Then heads started flying.

```
The Gobtin Lasher blocks The flying {*copper bolt*} with the ({copper shield})!
The Gobtin Lasher blocks The flying {draltha bone bolt} with the ({copper shield})!
Azstrog Uksosxoru, Gobtin Lasher, Can it all end so quickly? Begone fear!
Azstrog Uksosxoru, Gobtin Lasher, Death, This is truly horrifying. The Gobtin Lasher tashes The Dwarven Baby in the left upper arm with his ({silver whip}), bruising the muscle!
The Gobtin Lasher tashes The Dwarven Baby in the right upper arm with his ({silver whip}), bruising the muscle!
The Gobtin Lasher tashes The Dwarven Baby in the right foot with his ({silver whip}), chipping the bone!

*The Gobtin Lasher tashes The Dwarven Baby in the head with his ({silver whip}), bruising the muscle, jamming the skull through the brain and tearing the brain!
The Dwarven Baby is propetted away by the force of the blow!
The Gobtin Lasher blocks The flying {*copper bolt*} with the ({copper shield})!
```

And babies. I'd say this was a victim of goblin raiders, but I'd rather blame the mother who left their child on the bridge when I told everyone to get inside.



The last goblin was lying on the bottom of the moat bleeding. My marksdwarves had a good training session trying to shoot him, when suddenly...



Some idiot fell into water! He got out, but come on! How?

Anyway, the siege was broken. I've ordered to take all of the goblins' clothes, weapons and whatnot.

```
Digging designation cancelled, damp stone located.
>A human caravan from Behal Rusna has arrived.
```

And now something completely different:

Bad news is that building the waterproof pathway to Hiddenleafguy's house will be a little bit more tedious. Good news is that humans came with supplies. Maybe they have the spinach seeds everyone seems to need.



Wait, what are they doing?! They just left without saying a word! I don't understand! Welp, no trading with humans this year.



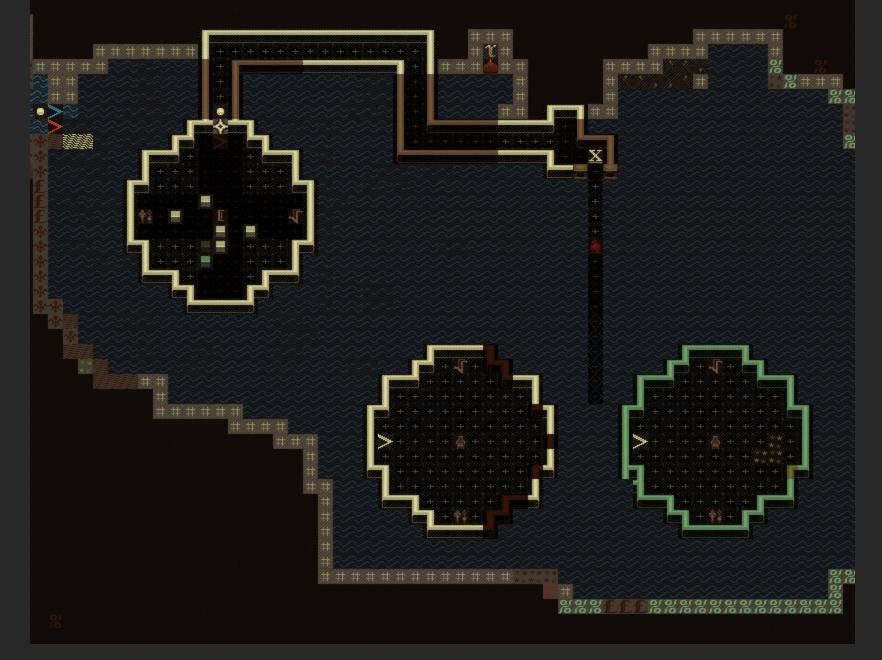
Oh, now I understand everything! These fools wanted to cross the moat when a section was dry. Then a wave came and smashed their wagon into pieces! Great job, humans, you're really industrious, creative and all these stuff, but THE BRIDGE WAS LITERALLY TWO STEPS AWAY!



The what now? Wait... are we the bad guys now?



Now I'm completely sure he's with the humans.



In case anyone's wondering, the diplomat and his guards are fine. So is the corridor to Hiddenleafguy's house. Now we just need to do the same with two remaining houses, and operation reclaimation is done.

A lot of shenanigans. No trading with humans, goblins were pansies, Hiddenleafguy is no longer homeless. And it's still early summer.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on September 15, 2015, 07:14:38 am

Argh, sneak edit!

The river giveth, the river taketh. Anyway, if you want to refill it to full 7/7 all year round, just connect the SW pump to any power source and it shouldn't take too long; the only question is whether you want to run the risk of dwarves drowning in it. Noble quarters look excellent, btw.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on September 15, 2015, 09:32:35 pm

Two rear-scouts for the goblin party watched the strange dwarf leave the bosses tent from the safety of the tree line.

"I dun geddit," said the larger of the two. "De dwarf was right 'ere. Why didn't de boss just shoot 'im?"

The smaller goblin smacked him in the back of the head.

"Idiot! 'e came right out 'ere to talk to us, pretty as ye please! Dunt ye know what that means?"

"Um... no? Dats why I be askin'."

"It means e's mad! Mad as a kobold in a gnome hat! Ye dun't just shoot the mad ones. No tellin' what 'e might do! 'e might go inta one o' dem "martial trances" an kill us all wit a big sword!"

"But.... he dint 'ave a swod. 'e 'ad a crossbow. An I dunt tink 'e had any bolts, eidder."

"e'd have stolen one of ours. And e'd have killed us all widdit. They're all like that, dwarves. Crazy mad. Every one of them. Why ya think we gotta kill 'em, eh? Self defence it is! Protecting our wimmin an' children it is!"

"But half de squad is wimmin."

"Well obviously theys protecting the men and childrens. We's all protecting each other. From the mad dwarves."

"Okay but... if deys all mad like you said, aren't dey going to be hard to kill? 'cause there's a lot more of dem than dere is of us."

"Well... yeah but..."

The large goblin's face scrunched up with the unaccostommed effort of thought. "I just tink, I tink... I tink dey've got a big settlement an' lots of dwarves..."

"Oh ye think, do ye?" said the smaller one, but his voice betrayed a sudden nervousness.

"... and... and dey've probably been training for fightin' since deys not deep dwarfs and dey dun't have a mountain to hide in..." the larger one continued stoically.

"Well yeh but..."

By now, the large goblin was checking each item off on the fingers of his hand as he went on, "... and dey're dwarves so dey've probably got really sharp metal an tough armour and stuff..."

"Are ye questioning the boss? Is that what yer doin'?" shouted the smaller one, trying to keep the rising panic off of his face.

"... and dere's only 12 of us," finished the large one. "So I tink we's probably all going to have our heads chopped off. An' probably odder tings too."

There was a few seconds of silence, during which the smaller goblin's face stayed carefully blank and a strong smell of urine permeated the air. Then...

"Can the others see us?"

"I dunt tink so. Dis jungle is really dark."

"Good. Stay close to me and stay quiet. We're gettin' the hell out of here."

Meanwhile...

"For example...?"

"It's not a serious raiding party, more like a scouting group. No more than 10 goblins including their leader, Mato Âsmato. No trolls, ogres, or any beasts for that matter."

The dining hall had been vacated except for those dwarfs with some authority, mostly founders, who had formed a makeshift war council: Quasar, Neblime, Bearskie, Taupe, Baron Gwolfski, Hiddenleafguy and May. They stared at the overseer. It was Quasar who broke the silence.

"I'm not entirely certain whether that was an inventive and highly effective reconnaissance tactic, or simply the stupidest thing I've ever seen any dwarf do."

SQMan looked confused. "I don't think I know what you mean by that, mayor."

"They're goblins! They don't negotiate! There's no such thing as a goblin diplomat! They... urgh, nevermind. Ten goblins. What about us?"

"We have more training, better equipment, numbers, a squad of crossbows for support, and..." Taupe smiled "... and it's barely a been season since The Silver Mace was granted to us by the fey spirits. I think you can judge our chances for yourself."

(OOC: "The Silver Maces" would be a great name for a mace-and-hammer squad)

Quasar nodded with a grim smile. "In that case... Taupe?"

The commander grinned savagely and stood to attention. "Mayor?"

"Kill."

Later that season...

"Hey Quaaasssaaarrr..." SQMan's voice, raised in a singsong tone, came through the door to the kitchen ahead of him.

Quasar put down the small potato peeler and picked up her largest carving knife, a habit she had developed as the first overseer. For some reason, people treated you with more respect when you were holding a knife as long as their forearm.

"Yes, Overseer?"

"Remember when you said there was no such thing as a goblin diplomat?" asked SQMan, grinning far too widely. Quasar raised an eyebrow suspiciously.

"Yes?"

"I've got someone I'd like you to meeeeeeetttt..."

A figure entered the kitchen, looking about themself with a mix of interest and trepidation. With a chorus of gasps, the ever-present chorus of cooking, brewing and threshing went silent. Only the millstones, powered by the wind, continued to grind.

"No."

"Yes."

"Nooooo..."

"Yeeessssss..."

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: QuQuasar on September 15, 2015, 10:03:19 pm

So, I looked up our goblin friend in legends mode. His name is Anig Sheneeko, "Anig Spicypolish".

He is 123 years old, and has been a mercenary for 89 years. He's married with 5 kids, 4 living. He only became law-giver of The Kingdoms of Color (our humans) 2 years ago. Nothing particularly interesting: he was born and raised in the human civ, hence his eligibility for diplomat.

Despite being a mercenary, no kills, and he's only ever been attacked once, by a Bellowing Freak. He was 1 year old at the time, and escaped unscathed.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on September 16, 2015, 03:17:23 am

Aww, he's adorable. Can we cage him? Please, pretty please? We could be like that other fortress who has a goblin minister, except that ours is alot more, well, human-ish. Sorta.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: SQman on September 17, 2015, 04:44:59 am

-Can't you build faster? - Baron Gwolfski asked the builders building a pathway to his house - All of my letters are stuck there! If I don't send them by the end of the year, someone's getting hammered, and there's high possibility it will be me. -Well, you should have asked the overseer not to tell the miners to flood this place in the first place. Why did he want this jet so bad anyway?

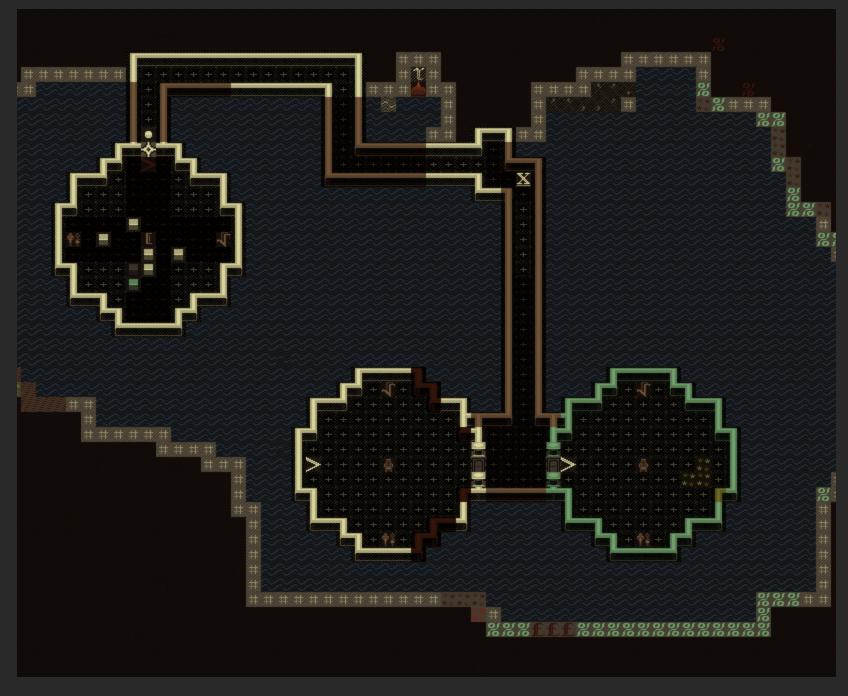
-I... I don't know. Maybe he did want to destroy nobles' houses? That man is not exactly well adjusted.

The journal of SQman, the overseer of Breadbowl

Entry 3: summer



Argh! The jet block section of the path clashes with the boardwalk so much! Damn miners and their carelessness.



At least the noble quarters are accessible again. One thing less to worry.



One more thing to worry: The Hill of Death is showing its real face. A family of ogres! And they're trying to get to the bait dogs! I sent someone to take care of them.



Seems like there was nothing to worry about. Ogres may be huge, but there's nothing protecting them from being stabbed in the head with a spear.

```
Sibrek Deterisut has claimed a Ctothier's Shop.
```

Right after that a dwarf started talking in tongues. I expect to see some amazing panties.

```
Clothier's Shop

candlenut
(cave spider silk cloth)
coconut palm logs
(magnetite blocks)
(magnetite blocks)
Draltha mangled bone [33]

[B]

[B]

TSK

TSK

TSK

TSK

TSK

TSK
```

Two blocks of magnetite, a whole draltha skeleton, a log, and some silk. Come on, I wanna see those panties.

```
Sibrek Deterisut Weaver has created Sheriknugreth Zakgot Engig, a cave spider sitk bag!
```

This isn't what I expected, but sure, why not.

```
This is a cave spider sitk bag. All craftsdwarfship is of the highest quality. It is encircted with bands of cave spider sitk. It is made from cave spider sitk cloth. This object is adorned with hanging rings of magnetite and menaces with spikes of magnetite. On the item is an image of Sibrek Paintmatch the dwarf and dwarves in coconut palm. Sibrek Paintmatch is surrounded by the dwarves. The artwork relates to the ascension of the dwarf Sibrek Paintmatch to the position of king of The Old Nets in 219. On the item is an image of dwarves in draltha bone. The dwarves are traveling. The artwork relates to the foundation of Gildfights by The Gold of Cradling of The Old Nets in 38.
```

It's a fine bag, after all. It depicts His Majesty becoming our supreme ruler, and dwarves who have founded Gildfright.



On top of everything, we'll be able to mine stone again. No more wooden and copper barrels, just stone pots.



Hopefully this will be enough to store all those elk bird eggs we're about to have.



Autumn has come. We're getting a lot of pots, but let's not forget about blocks. I might have a good use for them, but this project may be too big for me to finish. Either way, I'm glad I've fixed the stone industry. Well, miners, carpenters and masons helped too, I guess.

Noble houses reclaimed, mines rebuilt, a crapton of elk birds captured, and a major part of the road done. Not the most eventful summer, but as long as the fort is not burned down, I call it a good season

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on September 17, 2015, 05:14:50 am

It might not be a bad idea to cage trap the bait dog areas. Could snag us some more exotic wildlife... (ogre breeding program anyone?)

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on September 17, 2015, 07:53:29 pm

Quote

Seems like there was nothing to worry about. Ogres may be huge, but there's nothing protecting them from being stabbed in the head with a spear.

This is why I gave Taupe a spear. In my fortresses, it always seems like my sword and macedwarves will fight the enormous horrifying beasts to a standstill, taking wounds and casualties, slashing it all over it's body in a battle of epic proportions... and then some smug speardwarf will walk up and finish it with a headstab. They're a bunch of kill-stealing jackasses, the lot of them. But effective.

Quote

Two blocks of magnetite, a whole draltha skeleton, a log, and some silk.... It's a fine bag, after all. It depicts His Majesty becoming our supreme ruler, and dwarves who have founded Gildfright.

I choose to believe this artifact is a walk-through sculpture made out of the entire Draltha skeleton, where as you walk down the length of the creature's elongated ribcage the King's coronation scene is carved from coconut palm wood on the right hand side and 7 travelling dwarves are engraved on the rib bones on your left. The silk bag itself sits just below the King's throne on a small magnetite pillar, presumably as a place to put offerings to the gods.

Quote

Hopefully this will be enough to store all those elk bird eggs we're about to have.

Trapping the caverns has begun in earnest? Yay! May your efforts be fruitful and filled with enormous spiders.

Quote

I might have a good use for them, but this project may be too big for me to finish.

Ooh, megaproject. I think I know where this is heading, although I could be completely wrong and you might just be planning on making a giant vanity statue.

Quote from: Bearskie on September 17, 2015, 05:14:50 am

It might not be a bad idea to cage trap the bait dog areas. Could snag us some more exotic wildlife... (ogre breeding program anyone?)

Unfortunately these are the first we've seen in four years, so it might take a bit of luck to get a breeding pair of ogres, and we'd have to mod the raws in order to make them trainable and get the dwarves to butcher them.

But once that's done, I can't think of any problems with breeding sapient creatures for consumption.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on September 17, 2015, 08:23:36 pm

Have you been reading the mermaid thread again Quasar? People tend to get *funny ideas* once they visit the mermaid thread. I was actually advocating breeding ogres just for the heck of it; maybe to sic them on our enemies, or for arena fights. Had no intention to err, actually eat them and all (honest).

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on September 17, 2015, 08:51:30 pm

Well I'm a cook. I only know of one thing you capture and breed wildlife for, and it's not arena fights.

Speaking of which... you'd have sapient creature's fight to the death for naught but the sadistic amusment of onlookers? You sicken me sir! Truly, I am disgusted beyond words!

Do you have any idea, any idea at all, what that would do to the tenderness of the meat?

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Vortex on September 18, 2015, 09:48:09 am

As a lurker/watcher, I'd like to propose that a Quotable Quotes section be created on the main page and the conversation between Bearskie and QuQuasar be enshrined there. I'm trying very hard not to crack up at work and attract the attention of my employees.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Urist McVoyager on September 18, 2015, 07:12:31 pm

I highly approve of this fort farm. I am a surface dweller on frequent occasions myself and it's always fun reading about someone else's experiences there.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on September 18, 2015, 07:45:09 pm

Quote from: Vortex on September 18, 2015, 09:48:09 am

As a lurker/watcher, I'd like to propose that a Quotable Quotes section be created on the main page and the conversation between Bearskie and QuQuasar be enshrined there. I'm trying very hard not to crack up at work and attract the attention of my employees.

Sure. I added a few other quotes from the thread while I was there, since it wouldn't do for the only quote there to be from me. I need to at least *attempt* to maintain the facade of humility.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on September 21, 2015, 03:12:39 pm

Hey SQMan, how fares yonder fort?

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on September 21, 2015, 09:47:05 pm

Those masterwork engravings take time. Otherwise something really bad awesome must have happened.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: SQman on September 22, 2015, 06:28:26 am

Quote from: QuQuasar on September 17, 2015, 07:53:29 pm

Ooh, megaproject. I think I know where this is heading, although I could be completely wrong and you might just be planning on making a giant vanity statue.

You're completely wrong then. I'm no mega-architect, and definitely not someone who'd make statues when there's so much to do. That's just something to ensure that dwarves and traders (especially traders) are safer.

Quote from: QuQuasar on September 21, 2015, 03:12:39 pm

Hey SQMan, how fares yonder fort?

Is my turn ending today? There were some real life stuff happening. I'm happy to announce that I'm done.

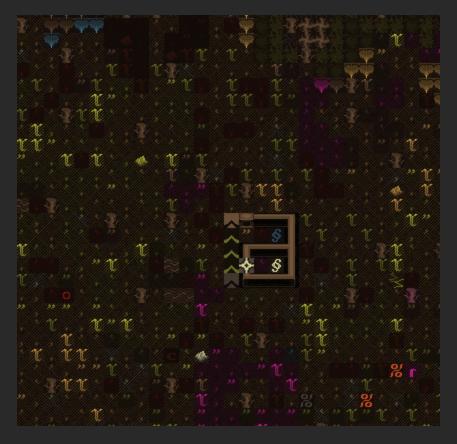
One more thing: everyone on the dwarf list was dwarfed during Bearskie's turn. Could you update it, QuQuasar? It's somewhat confusing right now.

The journal of SQman, the overseer of Breadbowl

Entry 4: Autumn and winter



The moat is all good and dandy, but it isn't a foolproof solution. A wall is what we need. Not really to keep goblins at bay, but to show those damn humans not to go into water.

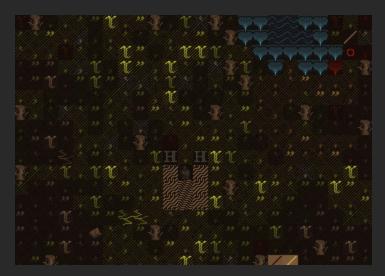


We've also put some cage traps near the bait dogs. I've always wanted to have my own hunting beak dog or an ogre servant. I mean, I shouldn't even think about it after what happened to my friend Tekkud in the mountainhome 20 years ago, but I refuse to believe that beasts can be too evil to tame.

>Stray Giant Olm (+Trained+) has given birth to twins

Speaking of beasts, our herd of exotic creatures is growing steadily. I don't think we'll ever have fully tame giant olms, though. Even the adult ones are larvae, and they're not capable of remembering commands or even the face of their master. Fortunately we can just remind them until we get bored and decide to roast them.

We also have cought a female monitor lizard back in late summer, which means we have a new source of eggs and maybe more lizards. There's also a male giant hornbill waiting to be tamed.



Dwarven caravan incoming! This one is so much more important than the human one. Complaints from dwarves will be taken more seriously than humans' whining. After all they're His Majesty's subjects. If they lose their goods to this damn moat, we can expect some kind of punishment.



Those damn fools! They're fording the moat! If any god, if they even exist, hears me, let those damn idiots cross safely! If that's too much, just hit me with a lightning and spare me the hammering!



Oh, maybe there are gods in The Deep after all. All wagons are on our side, and there's only a couple of camels to get through. Baron Gwolfski was just as relieved as me. As soon as the last wagon crossed the moat, he ran to his (now completely submerged) office and soon came back with a colossal pile of papers. If everything goes well, they'll be taken to the mountainhome, from where couriers will distribute them to colonies and fortresses. Maybe I'll finally be able to write some official document.

Prepared meals sold: 2108 Drinks sold: 406

We've bought some animals we were missing, a lot of barrels, many logs, some leather, metal bars, stone blocks and some boulders. Now, I know all of these things were ordered, and we could afford to buy all of those things along with wagons and caravaneers, but I don't understand why we'd need 50 bins full of leather, TONS of gems and other stuff we'll never use. We're making roasts and beer, not shoes and necklaces.

We do make statues, though. I wanted something to put in my room, but this is the special case. Straight to Quasar's room it goes.



Seriously now. It seems like the miners don't mine. I've ordered making some more picks, but they all disappeared. I blame Bearskie and his total armament project, especially after I've found out that some miners carry weapons instead of picks. Finally after I threatened to organize a long, boring meeting, some of the miners got their arses to the forge to get new picks and went down to the mine. I swear, if it happens again, I'll file a complaint regarding myself, and this time I have more paper than I'll ever need.

>imarust and the surrounding lands have been made a duchy,
`Quasar` Ustutharkim, mayor has been re—elected...

Congratulations to mayor Quasar and baron, or rather duke Gwolfski. Now I'll have to order some chest, statues and whatever else dukes need.



Congratulations to me! Animals are now segregated. That was a tedious job, I tell you what.

>>Bëmbut Odgúbzasit Dwarven Chitd is taken by a fey mood!

Congratulations to this kid! He'll probably create amazing, if useless, artifact.

```
Craftsdwarf's Workshop

pond turtle shell

pine shield

mahogany logs
fungiwood logs
rough picture jaspers
(copper bars)
(bismuth bronze bars)
TSK
rock salt blocks
rough picture jaspers
TSK
rock salt blocks
TSK
rough picture jaspers
TSK
giant gray langur leathe
```

(and some draltha bones)

Now I'm curious...

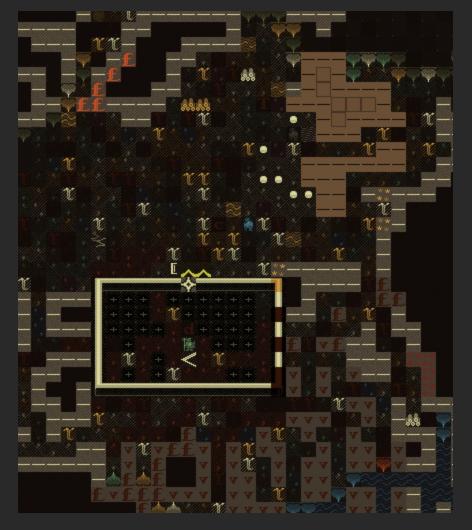
```
Fstmgtd Ikt Rish. "Jirttrd th Hir of Spishs", a mhgny fgrn of Gzr Migndsbm

This is a manogany figurine of Gozru Malignedsubmerged. All craftsdwarfship is of the highest quality. The item is a masterfully designed image of Gozru Malignedsubmerged the elf and Liyiyi Velvetfolded the Praised Singed Fungus of Targeting the elf in mahogany by Bëmbul Odgúbzasit. Liyiyi Velvetfolded the Praised Fungus of Targeting is striking down Gozru Malignedsubmerged. The artwork relates to the kiling of the elf Gozru Malignedsubmerged by the elf Liyiyi Velvetfolded the Praised Singed Fungus of Targeting in The Round Gulf in the midspring of 237 during Odnakök, "The Scraped Assaults". It is decorated with draltha bone and encircted with bands of oval cut picture jaspers and bismuth bronze. This object is adorned with hanging rings of rock salt and giant gray langur leather and menaces with spikes of mahogany, fungiwood and copper. On the item is an image of Gwolfski Daggerdangles the dwarf and hippos in picture jasper. Gwolfski Daggerdangles is surrounded by the hippos.
```

A figurine of an elf killing another elf. With a picture of our duke surrounded by hippos. That's something you don't see everyday.

```
Stray Elk Bird Hatchling & (-Trained-)
Stray Elk Bird Hatchling & (-Trained-)
Stray Elk Bird Hatchling & (-Trained-)
Stray Elk Bird Hatchling ? (-Trained-)
```

They told me I was insane! They said you can't breed elk birds in captivity! Look who's laughing now! Yes, it's me! Hahaha!



We've been securing the caverns when suddenly an uninvited guest showed up. The military dealt with ogres, so a troll shouldn't pose a threat.

```
The Troll misses The Swordmaster!
The Swordmaster stashes The Troll in the right tusk with her mirron short sword and the severed part sails off in an arc;
The Spearmaster stabs The Troll in the right foot with her *bronze spear* fracturing the bone and shattering the right ankle s bone!
A sensory nerve has been severed, a ligament has been torn and a tendon has been torn!
A tigament in the right ankle has been torn and a tendon has been torn!
The Troll falls over
The Troll misses The Spearmaster!
The Swordmaster kicks The Troll in the head with her right foot, bruising the muscle and bruising the skull!
The Spearmaster stabs The Troll in the head with her *bronze spear*
A tendon in the skull has been torn!
The *bronze spear* has lodged firmly in the wound!
The Troll gives in to pain.
The Spearmaster pulls on the embedded *bronze spear*
The Swordmaster stabs The Troll in the head with her mirroll gives in the pain.
The Spearmaster stabs The Troll in the head with her mirroll sives in the pain.
The Spearmaster stabs The Troll in the head with her mirroll sives in the pain.
The Spearmaster stabs The Troll in the head with her mirroll served mirroll the mirroll mithe skull has been torn!
The Spearmaster stabs The Troll in the head with her *bronze spear* and the injured part is cloven asunder!
An artery has been opened by the attack!
A tendon in the skull has been torn!
The *bronze spear* has lodged firmly in the wound!
```



The things are going worse on the surface. Thrips people keep scaring our livestock! They're doing it just to spite us, I bet! They soon flew away without making any harm.



Well, it's been a long year. I may not be a great architect, politician, or manager, but this outpost needed someone like me. Someone who would take their time herding animals into their pens, someone to ensure that traders can enter safely, someone who's not afraid of caverns.

I've spent my last days in the office to oversee the construction of the walls. Hopefully the next overseer will complete them.

⁻So, Bearskie, who were you actually talking about with the duke last year? - SQman asked - If it wasn't me...

⁻Hiddenleafguy, the manager. Why are you asking?

⁻I'm retiring. I just can't stand this responsibility anymore. What if goblins come back? What if the dragon from the Hill of Death is not just a legend? I just think there are people more... competent than me.

⁻Ask him then. Hiddenleafguy, I mean. He'd make a great overseer. Well, at least he wouldn't flood a good portion of the fortress.

And here we are. Animals sorted, walls mostly built, mistakes fixed, goblins repelled, human caravan drowned. It's been my first time taking care of a succession fort, and I think it went rather well. Hiddenleafguy is next.

Here's the save if anyone else is interested: http://dffd.bay12games.com/file.php?id=11151 (http://dffd.bay12games.com/file.php?id=11151)

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on September 22, 2015, 07:57:45 am

WHY IS THERE A NAKED GORLAK CHAINED TO YOUR COFFIN

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: SQman on September 22, 2015, 08:00:12 am

Quote from: Bearskie on September 22, 2015, 07:57:45 am
WHY IS THERE A NAKED GORLAK CHAINED TO YOUR COFFIN
(5 5 5) you'd like to know, wouldn't you? (5 5 5)

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on September 22, 2015, 08:13:12 am

. . .

Btw, the miners weren't included in the Total Armament Project; they were lethal enough with their pickaxes as it was. Problem is they mostly have other labors enabled, so you'll probably need to do max priority mining if you want results stat.

PSA:It's fps hell down there due to all the animals (so many animals), and the rapidly-drying moat.

Spoiler: Quasar (click to show/hide)



Pretty snazzy room eh?

This is a superior quality iron statue of 'Quasar' Fencedraces. The item is a superiorly designed image of 'Quasar' Fencedraces the dwarf and large roaches in iron by Atis Inethast, 'Quasar' Fencedraces is surrounded by the large roaches.

With roaches beside your bead when you wake up 😃

'Quasar' Ustutharkim likes andesite, steel, dendritic agate, pileated gibbon leather, llama wool, the color lavender blush and bolts. When possible, she prefers to consume cockatiel and dwarven rum. She absolutely detests large roaches.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on September 22, 2015, 06:59:03 pm

Quote from: SQman on September 22, 2015, 06:28:26 am

Quote from: QuQuasar on September 17, 2015, 07:53:29 pm

Ooh, megaproject. I think I know where this is heading, although I could be completely wrong and you might just be planning on making a giant vanity statue.

You're completely wrong then. I'm no mega-architect, and definitely not someone who'd make statues when there's so much to do. That's just something to ensure that dwarves and traders (especially traders) are safer.

No no, walls are in fact exactly what I was expecting. Walling off that much of the surface is a pretty big project requiring lots of blocks, as well as a reasonably sensible solution to the moat problem. It's not exactly "just turn the pump back on" levels of sensible, but it's way more dwarfy.

Besides, we can always increase it to 3-tiles thick, 5 z-levels high and topped with fortifications, ballista and magma cannons in the future, so it might well be the *start* of a megaproject.

Quote from: Bearskie on September 22, 2015, 08:13:12 am

This is a superior quality iron statue of `Quasar' Fencedraces. The item is a superiorly designed image of `Quasar' Fencedraces the dwarf and large roaches in iron by Atis Inethast. `Quasar' Fencedraces is surrounded by the large roaches.

With roaches beside your bead when you wake up :D

It serves as Quasar's daily reminder that the bug people are, in fact, coming to kill us all. Nothing like waking up every morning to an iron image of yourself covered in bugs to keep you vigilant.

I've got my eye on you, thrips people. Don't think I don't see you up there, scaring our livestock, shaking dat ass. Watching us. Waiting for the perfect moment to strike and/or get eaten by our dogs. It's all part of the hivemind's plan.

Quote from: Bearskie on September 22, 2015, 07:57:45 am

WHY IS THERE A NAKED GORLAK CHAINED TO YOUR COFFIN

You know how sometimes people are like "you don't want to know" and you're like "yes, I do want to know, that's why I asked"?

This is not one of those times.

And you thought human fetishes were weird.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on September 23, 2015, 12:24:04 am

This is a parchment envelope. It is stamped with the seal of The Old Nets, in blue dimple dye wax. On the item are the words "Gwolfski Uristirtir of Imarust" in charcoal lettering.

To Duke Gwolfski Uristirtir, "Daggerdangles" of Imarust, "Breadbowl"

- from the pen of Fath Likotoslan, Outpost Liason
- on behalf of His Highness, King Sibrek Logemtad, Low King of The Old Nets,

His highness, King Sibrek Logemtad of The Old Nets, would like to thank the dwarves of Imarust, "Breadbowl", for their hard and obedient toil this past year.

He is especially grateful to see that they have taken his request from last year to heart and, under the guidance of Overseer SQman, produced **2688** rations of food: 378% of last years production! That's more than ten months worth of high quality food for the entire kingdom. Rest assured I have gone to some lengths to emphasize the impressiveness of this achievement to His Highness.

On the subject of your reduced alcohol output, however... while he recognises that increasing your food production no doubt took labour away from drink production, his highness would like me to impress upon you that a mere **1151** drinks, 32% of last year, is not acceptable as it represents no more than two months of the Old Net's total alcohol requirements. While the other fortresses can obviously supplement this with locally-produced dwarven wine, this is by no means an ideal solution.

The king has asked me to communicate the following:

"If that pile of worthless sunbathers don't get off their lazy arses and produce some decent booze, I will personally go out there and see every one of them drowned in their idiotic little moat and then hammered, just like those bloody humans! And you tell 'em I said that!"

Please see to it that future caravans deliver a reasonable quantity of drink.

Yours,

Fath Likotoslan,

On behalf of His Highness, King Sibrek Logemtad

PS: the members of the human caravan were briefly imprisoned awaiting trial for Violation of Production Order. The tall ones said something about "nearly being drowned" before they were locked up.

Sadly, before the trial itself could be held and dwarven justice delivered, some traitor released the humans from their cells. They proceeded to flee the fortress, and have not been seen since.

Please give Quasar my regards,

Fath

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Taupe on September 23, 2015, 12:37:59 am

What happens when we produce more yearly than the total world population consumes?

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on September 23, 2015, 12:52:26 am

I see you've added the gorlak quote to the OP. It was inevitable, but perhaps you should have quoted SQman's response as well. Let him share the dubious honour of a front page mention :P

Spoiler: Total Export Value (click to show/hide)

Also, while SQman didn't provide the Urists count for our total exports, we can get a rough estimate by comparing the export values between his and my save. So:

End of Turn 4 = 524961End of Turn 3 = 327232

Estimated Exports = 524961-327232 = 197729 Urists

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Vortex on September 23, 2015, 08:45:14 am

Quote from: Taupe on September 23, 2015, 12:37:59 am

What happens when we produce more yearly than the total world population consumes?

Start serving meals to megabeasts? Invite the clowns up from hell for food? :)

Title: Re: Breadbowl: a Succession Farm [40.24]

Post by: Urist McVoyager on September 23, 2015, 09:38:24 am

Then the entire world declares the farm the Kings of the entire fucking planet and the Demons come up from Hell to contest this in a cook-off?

Title: Re: Breadbowl: a Succession Farm [40.24]

Post by: Sanctume on September 23, 2015, 12:11:34 pm

PTW. Interesting that prepared meals are > drinks. Are drinks set to be cooked in this case?

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Galena on September 23, 2015, 01:29:30 pm

This fort would get interesting if the world economy was implemented.

Also, I've never experimented with offering a ton of stuff to humans and elves; you should try seeing how much it takes before the human law-giver moves to your fort.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on September 23, 2015, 05:35:58 pm

Does anyone want to be dwarfed? Our undorfed include a legendary armoursmith and weaponsmith, a pile of legendary and near-legendary militia dwarves (including one with a *very* nice silver mace), and it seems like the goblins aren't going to have any trouble finding us in the future.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on September 23, 2015, 06:23:36 pm

Quote from: QuQuasar on September 23, 2015, 05:35:58 pm

Does anyone want to be dwarfed? Our undorfed include a legendary armoursmith and weaponsmith, a pile of legendary and near-legendary militia dwarves (including one with a very nice silver mace), and it seems like the goblins aren't going to have any trouble finding us in the future.

I would like to volunteer to be a mace wielding dwarf, "Sanctume"

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Vortex on September 23, 2015, 07:16:01 pm

Sure, I'll take one of the dwarves - just call them Vortex. :)

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: faiy eyebrow on September 24, 2015, 01:56:25 am

ill take a dwarfing, any dwarf ill do but one set to die a particularly heinous death is preferable "Fairybrow" for a name

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on September 24, 2015, 03:57:54 am

Okay, since HiddenLeafGuy hasn't responded yet, I took the liberty of dorfing Sanctume, Vortex and Fairybrow, as well as cleaning up the save a little and initiating some strategies to help improve FPS.

Took care of the stockpile cancellation spam and forbid seeds from all the food stockpiles, which should help fix the seed cancellation spam. The biggest change I made is that I marked a load of animals for butchery, making sure to keep one breeding pair of each alive.

I didn't actually unpause it: it'll still be the first of Granite when the next turn starts.

Uploading the save now.

Spoiler: "Sanctume - Expert Macedwarf & Wielder of Alaknikot, 'The Ace Actions'" (click to show/hide)

FPS: 100 (50) Sanctume' Olinlelum, "Sanctume' Tongswane", Macedwarf

"I'm fine."

Within the last season, he was grouchy when caught in the rain. He was blissful after sleeping in a great bedroom. He felt pleasure near a fine Table. He felt pleasure near a fine Table. He felt pleasure near a fine Seat. He felt pleasure after a sparring session.

He is married to Zasit Gazepaged and has one child: As Urntheater. He is the son of Morul Paintedslick and Kadol Rulerocks. He is a citizen of The Old Nets. He is a member of The Farm of Hammers. He is a former member of The Bent Vire. He arrived at Imarust on the 21st of Slate in the year 239.

He is one hundred ten years old, born on the 8th of Obsidian in the year 130.

He is muscular. His eyes are slate gray. His hair is greasy. His short sideburns are neatly combed. His very long moustache is neatly combed. His very long beard is arranged in double braids. His short hair is neatly combed. He has a recessed chin. His nose bridge is slightly convex.

He is indefatigable, quite durable, very agile and strong.

Sanctume' Olinlelum likes bauxite, gold, fortification agate, giant wolverine bone, the color mauve, gems, maces, gauntlets, grates, crowns and trumpets. When possible, he prefers to consume naked mole dog, nautilus, gutter cruor and peppers. He absolutely detests flies.

He has a stuming feel for spatial relationships, an iron will, a sharp intellect, a great memory and the ability to focus. He has a revorbes, has a stuming feel for spatial relationships, an iron will, a sharp intellect, a great memory and the ability to focus. He has forwer he he helds createdurafship to be of the highest ideals and celebrates talented articane and their mere things in life, helieves that honesty is a high ideal, greatly respects the highest ideals and celebrates talented articane and their energy methodic activities, values martial proves, values family preparty, ease friendship as one of the fine things in life, helieves that honesty is a high ideal, greatly respects artist and their works, really respects those that take the in labors, value

Sanctume' Olinlelum, Macedw "Sanctume' Tongswane"

(alpaca wool trousers), Lowe (guineafowl leather dress), (pig tail fiber cap), Head (sasquatch leather left glov (sasquatch leather right glo (pig tail fiber sock), Left (alpaca wool shoe), Left foo (pig tail fiber sock), Right (alpaca wool shoe), Right (alpaca wool shoe), Right fo =bitter orange wood shield=, *copper mail shirt*, Upper b =copper right gauntlet=, Rig *copper left gauntlet*, Left (steel chain leggings), Lowe Alaknikot, Right hand

<u> Spoiler: "Vortex - Legendary Axedwarf, Captain of the Earthen Assaults"</u> (click to show/hide)

```
"I'm concentrating on something."

Within the last season, she was exhilarated after a sparring session. She was dejected when caught in the rain. She was blissful after sleeping in a great hedroom. She felt satisfied upon mastering axe. She felt satisfied upon mastering discipline. She is married to Rigoth Peaklance and has two children: Filod Cathandle and Endok Minebound, She is the daughter of Avuz Craftedmazer and Erith Blotgilt. She is a dubious worshipper of Gadoc Tuftmoistened the Spring of Jungles. Craftedmazer and Erith Blotgilt. She is a dubious worshipper of Gadoc Tuftmoistened the Spring of Jungles. She is a former member of The Perfect Tools. She is a citizen of The Old Nets. She is a member of the Farm of Hammers. She is a former member of The Perfect Tools. She is in the grain of the Spring of Hammers. She arrived at Imarust on the 28th of She is sixty for years old, born on the 16th of Opal in the year 176.

She is incredibly nuscular. Her very long hair is arranged in double braids. Her nose is booked. She has a broad chin. Her head is somewhat tall. Her ears are somewhat broad. Her hair is burnt siemna. Her skin is burnt unber. Her eyes are Slate gray. Worter, Tunlerteth likes chronite, iron, white chalcedony, grey parrot leather, the color orange, dogs for their loyalty detests blood gnats.

She has an actounding feel for the position of her own body, a stunning feel for spatial relationships, unbreakable focus, a very good sense of empathy, a lot of villpower, very good intuition and a good memory.

Like others in her culture, she holds craftedwarfship to be of the highest ideal, and celebrates talented anticans and their macterworks, has a great the selection of her own body, a stunning feel for spatial relationships, unbreakable focus, a very good sense of empathy, a lot of villpower, very good intuition and a good memory.

Like others in her culture, she holds craftedwarfship to be of the highest ideal, and celebrates talented anticans and their macterworks, has a great the season of emp
```

A short, sturdy creature fond of drink and industry.

"It was raining on me. So exasperating!"

He is exasperated when caught in the rain. Within the last season, he was exhilarated after a sparring session. He was blissful after sleeping in a great bedroon.

He is the son of Urvad Steeldabbling and Tobul Boltscaly.

He is a citizen of The Old Nots. He is a member of The Farm of Hammers. He is a former member of The Lenses of Day. He arrived at Imarust on the 7th of Slate in the year 238.

He is sixty-eight years old, born on the 24th of Felsite in the year 172.

He is weak, short and skinny. His long sideburns are braided. His very long moustache is arranged in double braids. His hair is clean-shaven. He has an angular chin. His nose is short. His lips are thin. His ears are somewhat narrow. His brown skin is wrinkled. His slate gray eyes are slightly wide-set. His hair is burnt sienna.

He is very rarely sick, quite durable, very agile and quick to heal, but he is vesk.

Fairybrow' Hengzokun likes stibnite, fine pewter, moss opal, cave fish leather and gauntlets. When possible, he prefers to consume strawberry wine. He absolutely detests muscels.

He is a consumed the stibnite of the pewter, moss opal, cave fish leather and gauntlets. When possible, he prefers to consume strawberry wine. He absolutely detests muscels.

He is others in his culture, he holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masternovies, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, deeply respect those that work hard at their labors, respects fair-dealing and fair-play, values congeration, finds merrymaking and partying worthwhile activities, values martial provess, values leisure time, respects commerce and finds nature somewhat disturbing. He enjoys the company of others. He is a friendly individual. He has a greedy streak. He has a tendency to go it alone, without ensu

As requested, the militia dwarf most likely to die heinously due to lack of training and proper equipment

Other notes I made while I was in there include...

Engraved is a well-crafted Inod Ralmozir rendition of an exceptionally designed image of a pine. The image is the symbol of The Old Nets, a dwarven civilization.

Engraved is a well-crafted Minkot Febas rendition of a well-designed image of a animal trap. The image is the symbol of The Farm of Hammers, a local dwarven government.

Turns out the symbol of our civilisation is a pine. Long live King Pinehead! (don't tell him I said that)

And the symbol of the Farm of Hammers is an animal trap, which seems wonderfully fitting.

The pine image is in Psychoangels occupied tomb, by the way, alongside another Pine and an engraving of Lychee tree's. Three images of tree's in a dwarven tomb? Odd, but at least he's already dead so the King won't have us hammer him for being an elven spy.

This is a finely-crafted gold statue of 'Quasar' Fencedraces. The item is a finely-designed image of 'Quasar' Fencedraces the dwarf and large roaches in gold by Atis Inethast. 'Quasar' Fencedraces is surrounded by the large roaches.

Apparently Duke Gwolfski liked Atis Inethast's *Quasar Covered In Large Roaches* so much, he had a duplicate commissioned in gold and installed in his office. Given their mutual grudge, seeing it every day probably cheers him right up.

So, not only does SQMan have a Gorlak chained to his coffin... but it's crying.

No, really.



I was half expecting the engraved images in SQman's tomb to be some sort of freakish panorama of dwarf-on-gorlak bondage porn, but they are actually surprisingly vanilla: the foundation of Breadbowl, the election of Quasar, and the creation of Splatterstroke (the artifact coati leather hood).

But it seems SQman's not the only one with weird fetishes. May, for example, likes her some good old fashioned elf-on-elf murder.

Engraved on the wall is a superiorly designed image of Azstrog Admiredsteal the elf and Ile Shoregrowl the South Justice of Hurricanes the elf by Minkot Atulkol. Ile Shoregrowl the South Justice of Hurricanes is striking down Azstrog Admiredsteal. The artwork relates to the killing of the elf Azstrog Admiredsteal by the elf Ile Shoregrowl the South Justice of Hurricanes in The Round Gulf in the midspring of 237 during Odnakok, "The Scraped Assaults".

While this kobold-on-human statue was found in Gwolfski's tomb...

This is a finely-crafted iron statue of Bosa Breachmenaces.

The item is a finely-designed image of Bosa Breachmenaces the human and Prodogofrokis Fairflayed the kobold in iron by Zasit Listmorul. Prodogofrokis Fairflayed is striking down Bosa Breachmenaces. The artwork relates to the killing of the human Bosa Breachmenaces by the kobold Prodogofrokis Fairflayed in The Round Gulf in the early winter of 237 during Etosp Slaz, "The Siege of Splattering".

There's also an engraving of a similar kobold-on-human scene in Quasar's tomb, which serves as an eternal reminder that the bug people are, in fact, coming.

Too much sunlight does some seriously weird shit to a dwarf's brain.

As creepy as all that is, however, it pales in comparison to SQman's greatest crime as overseer. I almost missed it, for it is subtle, but in the long run it will surely doom the entire fort.

Rurast take us all. We thought we could control them... train them. Our very minds have been infiltrated, and now the wheels are turning. Wheels within wheels.



Wheels within hamster wheels.

The downfall of Breadbowl has begun, ladies and gentlemen.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on September 24, 2015, 04:05:14 am

Modified save is here. (http://dffd.bay12games.com/file.php?id=11156)

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on September 24, 2015, 05:16:57 am

I have seen the face of evil.

Н

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Vortex on September 24, 2015, 08:37:32 am

Two things... first, this is the second female legendary axedwarf I've been dorfed into. I'm pretty amused.:)

Second, just as an FYI, Hiddenleafquy hasn't been on since the 20th.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on September 24, 2015, 08:49:24 am

Oh man, this is awesome. I'm going to play the last save over the weekend, and may gain enough courage to volunteer a turn.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Gwolfski on September 24, 2015, 09:15:42 am

what is that hamster doing with the weed?

Title: Re: Breadbowl: a Succession Farm [40.24]

Post by: Hiddenleafguy on September 24, 2015, 10:16:39 am

I have received the second Pm, but not the first, my internet has just became stable, and I shall play tonight.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on September 24, 2015, 08:07:42 pm

Quote from: Hiddenleafquy on September 24, 2015, 10:16:39 am

I have received the second Pm, but not the first, my internet has just became stable, and I shall play tonight.

Excellent! Best of luck, keep us updated and remember to record the trade quantities.

May your term as overseer be marked by a maximum of delicious success and a minimum of hamstery doom!

Title: Re: Breadbowl: a Succession Farm [40.24]

Post by: faiy eyebrow on September 24, 2015, 10:14:59 pm

I would like to point out that Fairybrow is an excellent candidate for captain of the fortress guard due to his excellent agility, fear of all things muscular, and utter inability kill anything with his meager strength,

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on September 27, 2015, 06:48:18 pm

I've been playing around with teaching the dwarves to swim in the Breadbowl save. Currently our militia are useless if (when) they fall into the moat, and we can't fill it up for fear of drowning the useless buggers. Hense, swim training.

Of course, I've never done swim training before.

So far, the wacky hijinks have washed two into the well, flooded the lower residential cellars, trapped three babies in a 5/7 pool because their parents can't pathfind to them, and caused one unfortunate dwarfs throat to explode.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: nomoetoe on September 27, 2015, 08:11:39 pm

I'd say things are going swimmingly.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on September 27, 2015, 10:20:13 pm

Well, if you're looking for a swimming pool design that doesn't involve automated minecarts, this is what I use in my fort to train those rascals.



Basically just pressure plate in front of a pump. Kid steps on one, whoosh, gets a blast of water right in his face which knocks him down into the pool below. If you're using a closed system with limited water, it's important to prevent any water loss (ie. make sure pumped water can only return back to the pool). Thus the walls and grates and doors, so water doesn't leak out of the facility.

Pool should be paved with lowest density material (in my case, regular wood) and all personnel fully clothed to minimize injuries. Emergency pump to empty the pool on short notice. If you really want to get rid of baby problems, you could do some funny things with a riding minecart entrance that prevents babies from entering the facility.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: QuQuasar on September 27, 2015, 11:51:15 pm

Quote

Pool should be paved with lowest density material (in my case, regular wood) and all personnel fully clothed to minimize injuries.

Willow floorboards might have helped. My retracting bridge swimming pool had a dirt floor, which I can only assume was the culprit behind the mystery of the mysterious exploding throat.

My next strategy is an aguifer-filled reservoir with a labyrinth directly below it, and drainage below that.

Title: Re: Breadbowl: a Succession Farm [40.24]

Post by: Hiddenleafguy on September 28, 2015, 08:36:25 am

Damnit, things came up, and I kid you not, the minute I started to play, I have been, and will be, very busy for awhile.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on September 28, 2015, 11:39:34 am

I looked at the save, and 160 population is kinda daunting in a mostly above ground fortress. Where's the magma forge in this town!?

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: QuQuasar on September 28, 2015, 04:37:03 pm

Quote from: Hiddenleafguy on September 28, 2015, 08:36:25 am

Damnit, things came up, and I kid you not, the minute I started to play, I have been, and will be, very busy for awhile.

That's okay. Do you think you'll still be up for it, or should we look at skipping you?

The next people on the turnlist are Gwolfski, Taupe and LordBrassroast, all of whom may be busy, so if anyone else wants to sign up for a turn it may possibly come sooner rather than later.

So, I finished my swim training experiments. Managed to train around 40-50 dwarves to novice! A resounding success! And hardly anyone drowned.

Except Duke Gwolfski.

- ... and Neblime.
- ... and eight other dwarves.
- ... and a puppy.
- ... and I flooded the noble quarters and everything below them.

But apart from those things, a resounding success! I think we can safely say I have now mastered the art of training dwarves to swim.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on September 28, 2015, 05:10:02 pm

I'm interested, but never played any succession type before.

I've read the gist of the objective: trade prepared meals, and drinks, and no below ground farms.

I'll miss the quarry bush and rock nuts, but I can handle that.

And, as I mentioned, I've not dealt with high-pop above ground and the first thing I looked for was the magma forge.

I will have time after work to look at whichever latest save file is available. Just let know.:)

Title: Re: Breadbowl: a Succession Farm [40.24]

Post by: Bearskie on September 28, 2015, 09:59:02 pm

You'll do fine with 160 dwarves;). Just pick a grand megaproject, and they'll have their hands full for the rest of the year. This ain't Bonepillar or anything, so the worst that could happen in a screw-up is chronic inefficiency (or even more flooding).

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on September 28, 2015, 10:01:24 pm I did a perusal and made some notes from the last posted save, even though I'm not officially on yet. I just wanted to study the set up.

The most important note I would say is that the constructed floors by the Mason's shop above Cavern 1 may be in danger of "trees growing up onto construction" that would generate an df.exe not responding crash.

```
1st Granite, 240, Early Spring
City Imarust, "Breadbowl"
Spoiler: Pantry (click to show/hide)
drinks [1635]
prepared meals [1863]
meat [201]
fish [3]
raw fish [69]
egg [none]
plants [8907]
cheese [none]
food powder
rye flour [21]
rice flour [4]
maize flour [3]
whip vine flour [8]
leaves [848]
liquid milk [~40]
seeds [1023]
Spoiler: Farm Plots (click to show/hide)
1. Blade weed 10x2 (less 3)
2. Horned melon vines 10x2
3. Maize plants 10x2 (less 2)
4.1 Sweet potato plants 5x2 (less 2)
4.2 Sweet potato plants 5x2 (less 3)
5.1 Prickle berries 5x2 (less 3)
5.2 Prickle berries 5x2 (less 1)
5.3 Watermelon vines 2x10
6.1 Rice plants 5x2 (less 2)
6.2 Rice plants 5x2 (less 1)
7.1 Rye 2x2
7.2 Whip vines 2x2 (less 1)
7.3 Whip vines 5x2 (less 1)
8.1 Potato plants 3x2 (less 1)
8.2 Potato plants 1x2
8.3 Potato plants 5x2 (less 3)
9.1 Whip vines 5x2
9.2 Barley 5x2
10.1 Prickle berries 5x2 (less 3)
10.2 Prickle berries 5x2 (less 1)
11.1 Fisher berries 5x2 (less 2)
11.2 Potato plants 5x2
12.1 Red spinach 5x2 (less 2)
12.2 Rat weed 5x2
13 Sliver barbs 10x2 (less 1)
14 Rye 10x2 (less 5)
Spoiler: Structures (click to show/hide)
1.
1.1 Refuse stockpile
1.2 Tanner shop
1.3 Butcher shop
1.4 Craftsdwarf shop
1.5 Corpse Pit
2.
2.1 Fishery
2.2 Still
2.3 Soap Maker's Workshop
2.4 Kitchen
2.5 Farmer's Workshop
2.6 Fishery
2.7 Still
2.8 Millstone x7
2.9 Still
2.10 Kitchen
2.11 Farmer's Workshop
2.12 Fishery
2.13 Windmills x4
z-1
2.14 Food prep stockpile
2.15 Still
2.16 Kitchen
2.17 Kitchen
2.18 Kitchen
3.1 Carpenter's Workshop
3.2 Bowyer's Workshop
3.3 Wood Furnace
3.4 Leather Works
3.5 Dinning Hall
3.6 Barracks
3.7 Weapon stockpile
z-1
3.8 Hospital
z+1 3.9 Bedrooms
z+2 3.10 Bedrooms
z+3 3.11 Bedrooms
4.1 Smelter
4.2 Smelter
4.3 Metalsmith's Forge
4.4 Metalsmith's Forge
5.1 Clothier's Shop
5.2 Loom
```

5.3 Dyer's Shop 5.4 Loom

5.5 Leather Works 5.6 Stockpile: Leather and Cloth 6.1 Animal Stockpile 6.2 Chicken 6.3 Turkey 6.4 Peacock 6.5 Goose 6.6 Cavy Pup 6.7 Goat 6.8 Rabbit 6.9 Alpaca 6.10 Elkbird 6.11 Giant Louse 6.12 Llama 6.13 Pig 6.14 Dog 6.15 Sheep 6.16 Olm 6.17 Sheep

6.20 Sloth Bear 6.21 Coati

6.18 Milk 6.19 Aardvark

6.22 Giant Hamster

6.23 Reindeer

6.24 Farmer's Workshop

6.25 Giant Hyena

6.26 Giant Gray Langur

6.27 Mule

6.28 Donkey

6.29 Two-hump Camel

6.30 Water Buffalo

6.31 Wild Boar

6.32 Spider Monkey

6.33 Horse

6.34 Bull

7. Bedrooms

8.

8.1 Furniture Stockpile

Spoiler: testing forum-dwarves `Sanctume' Olinlelum (click to show/hide)

`Sanctume' Olinlelum, "`Sanctume' Tongswane", Macedwarf "I wouldn't feel comfortable getting all dressed up."

Within the last season, he was grouchy when caught in the rain. He was blissful after sleeping in a great bedroom. He felt pleasure near a fine Table. He felt pleasure near a fine Table. He felt pleasure near a fine Seat. He felt pleasure after a sparring session. He is married to Zasit Gazepaged and has one child: As Urntheater. He is the son of Morul Paintedslick and Kadol Rulerocks.

He is a citizen of The Old Nets. He is a member of The Farm of Hammers. He is a former member of The Bent Wire. He arrived at Imarust on the 21st of Slate in the year 239.

He is one hundred ten years old, born on the 8th of Obsidian in the year 130.

He is muscular. His eyes are slate gray. His hair is greasy. His short sideburns are neatly combed. His very long moustache is neatly combed. His very long beard is arranged in double braids. His short hair is neatly combed. He has a recessed chin. His somewhat splayed out ears are broad. His head is somewhat broad. His hair is gray mixed with burnt sienna. His skin is ecru. His nose bridge is slightly convex.

He is indefatigable, quite durable, very agile and strong.

`Sanctume' Olinlelum likes bauxite, gold, fortification agate, giant wolverine bone, the color mauve, gems, maces, gauntlets, grates, crowns and trumpets. When possible, he prefers to consume naked mole dog, nautilus, gutter cruor and peppers. He absolutely detests

He has a stunning feel for spatial relationships, an iron will, a sharp intellect, a great memory and the ability to focus.

Like others in his culture, he holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, values cooperation, finds merrymaking and partying worthwhile activities, values martial prowess, values leisure time, respects commerce and finds nature somewhat disturbing. He personally sees life as unfair and doesn't mind it that way. He dreams of mastering a skill.

He does not generally respond to emotional appeals. He takes no pleasure in his talents and appearance. He finds a chaotic mess preferable to the boredom of harmonious living. He prefers to present himself modestly. He has an active sense of humor. He has a noticeable lack of perseverance. He is slow to trust others. He is quite comfortable with others that have a different appearance or culture. When he's thinking, his body becomes very still. He talks to himself when he's thinking. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Gwolfski on September 29, 2015, 02:34:41 am

I request to be redworfed as a mechanic and duke immediately! Also, move me down the turnlist.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on September 29, 2015, 03:33:42 am

Holy crap, it's late.

So I played some more... the unpause lead to a siege, and a strange mood for a metalsmith's forge using steel bar. The retracting bridge worked, but the 4/7 to 6/7 water is swimming time to some goblins, so there was some fight inside the walls.

I took some screen shots, and some notes, and it's only the 13th of granite and the mood is just starting the mysterious creation. Going to bed.

p.s. Let me know if this will be an official play. I'm cool with it being just my own test run and not count.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on September 29, 2015, 03:35:55 am

Quote from: Gwolfski on September 29, 2015, 02:34:41 am

I request to be redworfed as a mechanic and duke immediately!

Also, move me down the turnlist.

Here's the info from the latest save.

Spoiler: Gwolfski (click to show/hide)

`Gwolfski' Uristirtir, "`Gwolfski' Daggerdangles", duke of Breadbowl "It was raining on me. So annoying!"

He is annoyed when caught in the rain. Within the last season, he felt satisfied at work. He felt pleasure near a fine Seat. He felt pleasure near a fine Table. He felt pleasure near a fine Table. He felt pleasure near a fine Table. He felt pleasure near a fine Seat. He felt jovial to have a mandate deadline met. He felt pleasure near a fine Table. He felt pleasure near a fine Seat. He felt pleasure near a fine Table. He felt pleasure near his own fine Seat. He felt pleasure near a fine Seat. He felt pleasure near a fine Table. He didn't feel anything after seeing a giant gray langur die. He didn't feel anything after seeing a giant wild boar die. He was horrified after seeing the goblin Em Hideseduced die. He was horrified after seeing the goblin Azstrog Stealankles die. He didn't feel anything after seeing a elk bird die. He didn't feel anything after seeing a draltha die. He didn't feel anything after seeing a monitor lizard die. He didn't feel anything after seeing a giant wild boar die.

He is a worshipper of Istrath and a casual worshipper of Tecak.

He is a citizen of The Old Nets. He is a member of The Farm of Hammers. He is the militia captain of The Farm of Hammers. He is the duke of The Old Nets. He is the former baron of The Old Nets. He is the former count of The Old Nets. He arrived at Imarust on the 15th of Granite in the year 236.

He is ninety years old, born on the 4th of Sandstone in the year 150.

He is corpulent. His eyes are slate gray. His sideburns are clean-shaven. His very long moustache is neatly combed. His very long beard is arranged in double braids. His hair is clean-shaven. His nose is incredibly upturned. He has high cheekbones. His copper skin is wrinkled. His nose bridge is somewhat concave. His hair is burnt sienna with flecks of gray.

He is guite susceptible to disease and very guick to tire.

`Gwolfski' Uristirtir likes native platinum, bronze, amethyst, crystal glass, octopus leather, the color pine green, battle axes, millstones, hippos for their strength and horned melon vines for their fruit. When possible, he prefers to consume goat, salmon and single-grain wheat beer. He absolutely detests leeches.

He has a great sense of empathy, the ability to focus and willpower.

Like others in his culture, he holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fairdealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values martial prowess, values leisure time, respects commerce and finds nature somewhat disturbing. He personally sees the denial of impulses as a vain and foolish pursuit, values romance, doesn't respect a society that has settled into harmony without debate and strife, does not respect the law and views loyalty unfavorably. He dreams of creating a great work of art, and this dream was realized.

He has no ambition whatsoever. He cuts any corners possible when working on a project, regardless of the consequences, rather than wasting effort or resources. He is concerned only with matters practical to the situation at hand, with absolutely no inclination toward abstract discussion. He does not enjoy participating in physical confrontations, and he works to square this natural tendency with his respect of martial prowess. He has a very calm demeanor. He often feels envious of others. He tends to share his own experiences and thoughts with others. He tends to think before acting. He is slow to anger. He is assertive. He doesn't often experience strong cravings or urges, and he is troubled by this because he values such powerful forces in life. He has a greedy streak. He generally acts with a narrow focus on the current activity. He tends to form only tenuous emotional bonds with others. He rarely feels discouraged. He generally acts impartially and is rarely moved to mercy. He is trusting. He needs alcohol to get through the working day. He likes working outdoors and grumbles only mildly at inclement weather.

A short, sturdy creature fond of drink and industry.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: QuQuasar on September 29, 2015, 05:44:12 am

Quote from: Sanctume on September 29, 2015, 03:33:42 am

p.s. Let me know if this will be an official play. I'm cool with it being just my own test run and not count.

It's all a bit up in the air at the moment, so try not to get your hopes up. Depends on the schedules of Hiddenleafguy and Taupe.

That said, you're on the turnlist.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Gwolfski on September 29, 2015, 10:41:07 am

fancy me as the law-giver for this settlement.

doesn't respect a society that has settled into harmony without debate and strife, does not respect the law and views loyalty unfavorably.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on September 29, 2015, 11:07:04 am

Quote from: QuQuasar on September 29, 2015, 05:44:12 am

Quote from: Sanctume on September 29, 2015, 03:33:42 am

p.s. Let me know if this will be an official play. I'm cool with it being just my own test run and not count.

It's all a bit up in the air at the moment, so try not to get your hopes up. Depends on the schedules of Hiddenleafguy and Taupe.

That said, you're on the turnlist.

That's cool, thanks.

If it happens then I'm ahead somewhat if the next batch of 3 goblins swim across.

But the last battle report I had when I saved, a hunter was outside the wall on the north-east area, despite the civilian alert activated.

Anyway, I was thinking for a mini project is to establish glass making on the patches of sand available inside.

Chop some of the trees near the inner walls for fuel.

Then of course make the green glass floor / ceiling, and make the above-ground farm plots below so the goal of making food continues even when there's a siege going.

I'll re-read the previous posts and see come common theme/style on how I would narrate the events.

p.s. My recent activity in the DF Community Games is Minecart Barons (http://www.bay12forums.com/smf/index.php?topic=152863.60) It's not a succession game, but it was fun because I get to play the last save and come up with a design plan on where the next fortress embark can be.

Breadbowl, has a more permanent outcome being a succession game, which I've never participated before.:)

edit: typos, etc.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on September 29, 2015, 11:22:58 am

Rules

* Enclosed crops (aboveground crops underneath some sort of roof) are allowed, on one condition: the roof must be made of clear glass. This is likely to be a worthwhile investment despite the cost of clear glass, as it's quite possible an ill-timed siege could starve you out.

Doh, clear glass is different from green glass, scratch that mini project idea.

Maybe I'll build a seige tower that is 5z high of circuitous path, with a raising bridge access to the inner walls.

B this siege tower is only supported by a support. So once the bridge is raised, the support is also exploded causing the siege tower to collapse along with all the goblins and trolls to are in it.

It will be pancaked. Can we make prepared meals out of pancake?

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: QuQuasar on September 29, 2015, 06:58:25 pm

Clear glass is a fun industry. It uses only renewable materials, (1 sand, 1 wood, 2 fuel = 1 clear glass), but the production chain is complicated, requiring 4 seperate workshops and labours, as well as item hauling for the sandbags.

Wood => Wood Furnace => Ash

Ash => Ashery => Potash

Potash + Fuel => Kiln => Pearlash

Sand bag + Pearlash + Fuel => Glassmakers shop => Clear Glass

Ouote

[The goblins] will be pancaked. Can we make prepared meals out of pancake?

"I do not like them, Sam-I-am.

I do not like green eggs and ham."

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on September 30, 2015, 02:42:26 pm

I loaded my unofficial save last night, but did not save the progress.

I failed to rescue the lone hunter who got punched to death by a goblin recruit.

I did not want to risk dropping the bridges and let in the 6 troll + 40 goblin siege.

Of those, I killed only 2 goblins and 1 troll who swam across.

The metalsmith forge strange mood made a steel chest, talk about a let down, lol.

As I studied the layout, I was able to fit 2 Glass Furnace, 1 Kiln, and 1 Ashery on the 3rd floor above the Wood Burner.

There's a nice sand tile just outside this building too.

Tested manager job queue for 30 sand, Ash, Potash, Pearlash, and Clear Glass seemed to work ok.

Then I listed and sorted the plants into:

Spoiler: "Brew Only," "Brew and Cook," "Cook Only," and "Dye" (click to show/hide)

Brew (only)

- 1. Barley
- 2. Maize plants
- 3. Rice plants
- 4. Rye
- 5. Whip vines

Cook or Brew

- 6. Fisher berries
- 7. Potato plants
- 8. Prickle berries
- 9. Rat weed

Cook

- 10. Horned melon vines
- 11. Red spinach
- 12. Watermelon vines
- 13. Sweet potato plants

14.1 Blade weed

14.2 Sliver barbs

There can be 2 farm plots that are 5x3 on a north/south configuration. With 1 tile space between.

This means 14 sets of these farm plots across will fit nicely. And room to setup a stockpile distribution for efficient output. Perfect for the 2x 5x3 farm plots each of the brewable and cookable plants. And 1 each 5x3 for the dye.

FPS dropped around 20 to 50, so it wasn't bad.

I made a "Outside Path" burrow and it works to wall the south-west portion since the siege are stuck on the north-west.

I mean, the crops are starting to wilt waiting for the siege to leave, so keep them working within the walls.

Anyway, I started wondering if I can shoot catapults over walls, then went to bed.

Title: Re: Breadbowl: a Succession Farm [40.24]

Post by: Urist McVoyager on September 30, 2015, 09:32:33 pm

No, right now siege weapons can only stay on one level. You can shoot through fortifications but that's all.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on October 01, 2015, 12:34:56 pm

Added Disclaimer: This story is **not** part of the official Breadbowl story line, but can "fit" since there are plenty of undorfed citizens. It's geared towards Kitchen Stories.

As stories goes, names have been changed to protect the innocent in Breadbowl...

Spoiler (click to show/hide)

As Jeweltrade arrived in Breadbowl in the year 240 at the age of 11. She was the only child in this migration group, and was left to her own devise to wander about this barony.

Many sounds of animals can be heard to the south. Among which, "Uh uh wah.. uh wah eeh ehh," can be heard just beyond the wooden palisades. Grunts, and grumble, followed by a loud thud from a wooden door shutting peaked As' curiosity.

She petted lambs, llamas, and a giant hamster along the way toward the noise that interests her. A male dwarf, older than her (but not by much), has been busy dragging a gray haired creature in the farmer's workshop.

She quietly observed and giggled when she realizes the folly of the situation. The giggle distracted the male dwarf (older but not by much) as the gray creature freed itself and ran towards a door on the opposite side. He turned around to see her and in doing so, tipped over a bucket that was empty.

"Hullo child," he greeted, "something funny?"

"Yes," she responded, "you."
"And what is funny child," he emphasized on the word 'child.'

"I may be a child now, but my nameday will be soon enough to warrant respect as a citizen.

"I see, and that is why you fancy this place of my labor?"

"That, and the noise that peaked my curiousity," responded As.

A sour face painted Ubil Arrowpadded, "that creature, that you help distract and free from my grasp, is a giant gray langur. I was busy milking it."

As started cackling to the point of her stomach aching. She has to sit down on the dirt ground from the unstoppable convulsion that might follow to this floodgate of hilarity.

"Child," began Ubil holding his temper, "I am Ubil, apprentice to master Zon Cartchannel, the Handler of Animals here in Breadbowl. I am busy." Ubil left her on the ground and went after the langur.

"Wait, I want to come and watch," exclaimed As.

"Just don't be in my way," muttered Ubil and proceed to corner the langur.

As soon as Ubil starts to struggle with the langur back in the farmer's workshop, As started cackling uncontrollably as if a great madness is inflicted upon her. Tears and snot started flowing, and the laughter turned into snorts. Dirt mixed with tears and snot smeared into mud across her from this humor she only possess while she rolls on the dirt to Ubil's pondering and rising temper.

Again, the langur manage to free itself and exit beyond the door.

Ubil sighs, and help the girl up from her laughing fit on the ground. "Get up now child, you remind me of the pigs I need to clean next with all the mud on you face."

This sombered up As because this gentle dwarf was still nice to her, but she still has to struggle shut this floodgate of hilarity. "it's just that... it's just... I am As. And just recently arrived."

"Welcome to Breadbowl," said Ubil, "I am Ubil Arrowpadded" and still holding her hands.

"As Jeweltrade," and they looked at each other for some time holding hands when she started cackling in glee. Some temper seeped out of Ubil, "what is wrong with you, CHILD?"

"It's not me. It's you. You are trying to milk a giant grey langur that is a male."

Ubil's seeping temper turned ice, then melted from the hot red-faced embarrassment of the thought. "Oh my beard! I was pulling on it, thinking it was teats!"

As continued to cackle to breathlessness, and Ubil joined her in the flood of hilarity.

Humor spent, Ubil confessed with sadness, "Look As, my nameday was yesterday and I spent most of my days at the farm plots. Master Zon told me to do these tasks."

As nodded with a smile, "I like animals even when they are dead, so I've seen plenty labor at a farmer's labor and butcher shops. I saw the female langur cowering in the corner behind a bush."

And so the day went on. As observed Ubil milk a giant gray langur, a female this time, and also create a -giant gray langur cheese- and followed him to the Food pantry below a rather large wooden cave above the ground.

"I suppose I will see you around Ubil. I must go find the meeting hall with the others."

Ubil's response was interrupted by shouting, "A siege. A siege has come. Everyone Inside!"

Only the names of the innocents...

Η

Spoiler (click to show/hide)

Tun Brassbellow is also an apprenctice of master Zon Cartchannel that is assigned to the butcher's shop today. He is not quite 13 in age, but older than Ubil Arrowpadded.

"Meat is meat," argued Ubil, "they all go to the same barrel, the same meat pile."

"Yes, I grant you that, but these meat here are special," pointed Tun at the far corner.

"what makes them special," asked Ubil.

It was 8th of slate in the year 238 of our Lord Armok. I was but a child then when my family migrated here in Breadbowl.

Tun's thought lingered on the memory of that baby in the well and shuddered...

Anyway, I remember well that copper barrels were made to much conflict between with Captain Taupe and the smith Olon. Some of those copper barrels were place here, but empty. And no one seemed to use them.

One particular hunt, The Eternal Wild Boar Hunt of Galena, produced much giant wild boar meat. These boars were twenty times the size of you! Huge and the meal pile overflowed.

The master of Butchers back then set aside a separate meat pile here in this corner, and copper barrels were used.

But the hunt did not just produce boat meat. There was a fight between a war dog and a giant hamster. To make a long story short, the war dog kept the bones, and the giant hamster meat are in the copper barrels.

...

"So, these meat you see here are well salted and prepared since," Tun quietly said, "and I've sneaked some out to create a simple meal during my cooking apprenticeship while everyone was busy hauling our lavish meals and drinks to the Depot."

Ubil's eyes opened wide in surprise, "you kept food away from the King's Mandate?"

Tun corrected, "no, the rules said that existing stocks are to be traded away. It did not say newly cooked ones do. Besides, it was a simple meal and I ate it myself!"

"You did," exclaimed Ubil, "you're allowed to do that?"

"Well not really, but I was just tasting it, and then finished it. Anyway, my point is that this meat is special, and nobody seems to use it when they cook meals," Tun proudly declared.

"Special giant hamster meat in copper barrels," a guiet voice said, "and nobody knows of it except us?"

Tun jumped in surprise and turned around, "You! You've been sneaking around the shop all day, who are you?"

"Hullo As," said Ubil, "As, this is Tun. Tun, this is As. She helped me in that milking and cheese labor even though she's still a child."

"Not for long Ubil," As added, "nice to meat you Tun, so you're the butcher here?"

"I am a novice butcher under master Zon, but also dabble in cooking," grins Tun.

"I wonder where the overseer will send me," pondered As, "I dabble in everything farm related including the butcher's shop."

"Do you want to taste some giant hamster biscuit," asked Tun excitedly.

"Yes," answered Ubil and As in unison.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: QuQuasar on October 01, 2015, 03:59:54 pm

(parallel universe)

I think I finally found a method for swim training I'm happy with. It's not automatic, but it's really fast (5 days to Novice, another 6 to Adequate) and easy to implement, and nobody drowns horribly.



(Edit) Spoke too soon. I opened the drainage bridge and everyone was washed into the well. Two babies, an adult, and Lord Brassroast drowned, and another baby had it's foot cut off by someone's silver battle axe in the chaos. So yeah. Don't do that in your designs..

Title: Re: Breadbowl: a Succession Farm [40.24]

Post by: LordBrassroast on October 01, 2015, 04:14:47 pm

Whaa... That's an AU, right? ::)

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on October 01, 2015, 04:45:02 pm

Yeah, I'm just using the save for testing. You're still alive in canon breadbowl.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on October 01, 2015, 05:49:10 pm

Alright, since hiddenleafguy hasn't got back to me since his last message, and since sanctume is keen and everyone else is occupied, I'm going to exercise the terrifying godlike powers that were bestowed upon me as Thread Creator...

Sanctume, the turn passes to you. Use it wisely, and remember: only by producing the greatest and most terrible despair can we turn back the clock on entropy and extend the universes lifespan.

Also something-something remember to record your trade quantities.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on October 01, 2015, 07:19:27 pm

Quote from: QuQuasar on October 01, 2015, 05:49:10 pm

Alright, since hiddenleafguy hasn't got back to me since his last message, and since sanctume is keen and everyone else is occupied, I'm going to exercise the terrifying godlike powers that were bestowed upon me as Thread Creator...

Sanctume, the turn passes to you. Use it wisely, and remember: only by producing the greatest and most terrible despair can we turn back the clock on entropy and extend the universes lifespan.

Also something-something remember to record your trade quantities.

Quote from: QuQuasar on September 24, 2015, 04:05:14 am

Modified save is here. (http://dffd.bay12games.com/file.php?id=11156)

Alright, I will do my best.

I want to verify that I continue from this save, 2 pages back?

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on October 01, 2015, 08:09:29 pm

That's the one, aye. Good luck!

Also, a tip: on land, our militia is quite capable, especially if you send SQMan's Neighborhood Watch to help. Just make sure they don't end up in the moat.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on October 02, 2015, 02:16:04 am

Pretty sure the number one cause of death here so far has been death by water (AKA drowning).

That's a fine yarn you're spinning Sancturne:). Good luck, have a great turn, and please don't mind the dead baby in the well.

Edit -

Quote from: QuQuasar on October 01, 2015, 03:59:54 pm

another baby had it's foot cut off by someone's silver battle axe in the chaos

Another victory for the Total Armament Project!

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 02, 2015, 09:25:10 am

Quote from: Bearskie on October 02, 2015, 02:16:04 am

Pretty sure the number one cause of death here so far has been death by water (AKA drowning).

That's a fine yarn you're spinning Sancturne:). Good luck, have a great turn, and please don't mind the dead baby in the well.

Edit -

Quote from: QuQuasar on October 01, 2015, 03:59:54 pm

another baby had it's foot cut off by someone's silver battle axe in the chaos

Another victory for the Total Armament Project!

I have not unpaused the game yet, and it's the 1st of Granite, 240.

So I spent studying how I'm to do me plans.

Although "cheesy" for having an insight that a siege will most likely happen, I spent a good chunk of my time painting a 2nd burrow "Outside In-Wall."

The good news is that the north portion of our circular moat is walled, and the only remaining wall job is the south-east quarter.

It was also difficult to find workshops. I mean, there is an indication of the number of workshop created, but it does not mean it's accessible. This refers to the flooded level with mechanic's and jeweler at least. So I then spent some more time painting the caverns to be included in the "Outside In-Wall" burrow to dig expansion of workshop, and dig down for more rock salt stones. This area too has a nice magnetite. But I'm getting ahead of myself.

In my preview run, FPS hits fluctuates between 20 to 50. I'm thinking it's because of all these animals and children. I can't really cage the kids, so I'll cage the non breeding animal kids. I'm also thinking of pre-digging the underground farm area now before I breach the dirt floor and lay on clear glass. It's probably possible to have $10 \times 3 \times 14 = 420$ clear glass within 1 year. Anyway, this dig site area can be a civilian burrow for the children at z-2 to hopefully help reduce FPS hits.

And lastly, I am looking at the battlefield. I will probably not have time to build on the wall, some z+1 battlements with fortification to shoot through and across the moat to where the siege will be (north-west). In my non-related games, the task to complete a z+1 wall, carve fortification, and roof at z+2 takes a season+, so that's not a good plan here.

IIRC, a 20 tile range away from siege enemies will not have a construction interrupt. So one possible plan is to fortify above the clothing/leather building and station the markdwarves there behind fortifications, and have the melee wait below with no LOS of the west bridge. Then have the Duke do the lever pull duty to let a trickle of siegers in, and toggle drop the rest back on the moat.

The other option is to wait out the siege, I suppose but would merchants not come? Or come join the fun?

Anyway, I can't wait for this work day to be over.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 02, 2015, 12:13:51 pm

Prologue

Breadbowl is a place born of the incestuous coupling of the King's Mandate for great lavish meals and his hatred for anything undergrown. No succulent plump helmet, no sweet pods, no pig tails, no cave wheat, no quarry bushes. And good luck eating dimple cups. Just none of it.

I am Sanctume and volunteered to join Breadbowl, two seasons past, and was immediately recruited into the Shafts of Fortifying to help secure the town, now barony.

I was the only dabbling macedwarf in the town at the time. So there I was one fine spring evening drinking in the Fishers Guild. Did I mention that this town lacked below earth dwellings? They made these wooden caves above the ground, and put rooms! It was a miserable two season of me painting me lodgings with green hues of my vomit...

As I was saying, the drink were fine that spring for I am no longer affected by the forest infested air and sunlight. There I was drinking some booze from fruits with the smith Dodok Ostdatan. He all of a sudden had a mule-eyed look staring at nothing, then screamed of needing this, needing that, and off he ran towards the forges. I was more concerned that the he left a booze filled mug, but I am friendly terms with him, so drank for both of us.

Dodok spent many days and nights in his forge, and so I drank for both of us each night for a week. He forges an incredible silver mace, and named it Alaknikot, "The Ace Actions." I told him I drank for both of us in his absences and offered him my first drink for his fine craftsmanship.

He in turn was thankful and gave me the mace. It's a nice silver mace, feels light to wield. So light that I took off my helm and used the

mace to scratch an itch behind my neck--ahh it's a good mace, perfect for that itch. We drank the night away and that's how I am the wielder of Alaknikot.

Chapter 1 (2 years later, late winter)

The duke of Breadbowl, Gwolfski Daggerdangles summoned me to his noble office. It took me some time to find it that it seems I spent the entire winter getting there. You see, there was this flood some time ago where legend says a dwarven baby forever swims and quards the well and surrounds the nobles' dwellings under the indoor lake that is three urists deep!

But that's just fancy talk. It was more a sandy tunnel then some wooden stairs. But that is deceiving from the outside, err rather, outside of the underneath. The duke's living arrangement is among the smooth stone layers of Breadbowl.

"Ahem," coughed the duke.

My seductive touches and caresses on the exceptional engraving upon smoothed natural stones depicting goblins in a submissive gestures was interrupted to take note of the present.

"Hullo duke, ye have a nice room," I said thinking quickly to greet with compliments.

"I know right. Perks of nobility. You may have it someday if you want," he offered.

"No I don't want the nobility. A room down here would be nice. Not this one, it's full of water beyond the walls," I noted.

"Yes, I know," the duke says in a conspiratorial tone, "it's like a drowning chamber. All it needs is a lever, but I won't allow that."

"So, why the summons," I asked.

"The King was pleased about the last shipment of lavish meals, but also upset at the lack of booze. So, I decided that you, Sanctume, shall oversee in correcting this discrepancy. I shall give you a year to make it happen."

"But I don't do overseeing unless I swing my mace at the problem," I protested.

"You like booze don't ya? Even those made from fruits, yes," he asked.

"Yes of course," I quickly responded.

"Good answer! Now off you go, Commander Taupe will see to it that you get to swing your mace on any problem on the surface. One year, you got."

Chapter 2 (1st of Granite, 240, Early Spring)

A dwarf holding his helm climbs up the roof of the hall. He uses a gleaming silver mace to scratch an itch behind his neck, and uses the mace to point to several locations of an almost walled circular moat of Breadbowl.

The southwest wall construction should start this spring immediately.

The Fisher Guild want grates on the some part of the wall to the south.

Recall the hunters inside to the new Outside In-wall burrow. This spring stink of goblins. I don't like it.

A mandate that allows clear glass ceiling is reason to move the farm plots below. So that roof there above the wood furnace can house two glass furnace, a kiln, and an ashery to make clear glass. I need 420 clear glass before the year's end.

The mechanic's shop and the jeweler's shop are all submerged outside the noble's quarters. Either we task the Miner's Guild to drain all the water off, but we all know that water deaths is the leading cause of death here in Breadbowl. It all started in the well, and the baby... but that's another story.

Just dig new rooms down where the Mason's Guild have established. There's plenty of room to dig, and those magnetite will be useful sooner or later. So I want those dug instead and move the mechanics and gem labors down below.

There are four dozen kids running around. I want them secured below with the Giant Hamster to entertain them.

And all these animals get in the way also so task the carpenter to make several cages for lockup.

Anything else? No. Good, I'm off to spar.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Bearskie on October 03, 2015, 01:23:35 am

Your turn, your call mate. Depends on how you want to handle the goblin problem yourself. Btw, you write a damn fine duke Gwolfski.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Gwolfski on October 03, 2015, 06:52:47 am

I have been llooking at the swimming training machine, and i suggest building upright grates in front of it. it is better then fortrifications because you can remove them quicker.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on October 03, 2015, 03:46:52 pm

Oh my beard, 19 google doc pages of written battle reports so far. I trimmed down the sailing in an arc verbiage and other repeated text.

Now how am I to drain this moat?

Probably not a problem this year, but iirc, witnessing sentient body parts can add to anyone stress each week.

p.s. What's the acceptable attrition rate death count?

Is Quantum Stockpile using Minecart allowed? I hear is saves on FPS.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Taupe on October 03, 2015, 07:42:41 pm

Quote from: Sanctume on October 03, 2015, 03:46:52 pm

p.s. What's the acceptable attrition rate death count?

The only limiting factor is your moral compass.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on October 03, 2015, 08:13:03 pm

Crashed twice now sometime in the month of Slate, lost 2+ hours game play.

My last save that is stable is after the siege.

I suspect it's the mushroom trees on the dirt room floors, maybe even the area below the hospital.

I thought it was the mason's area, but there does not seem to be any construction down in the caverns area.

I'll focus on flooring the mushrooms and postpone my mini projects.

My recent save is after the elf caravan (15th Granite, 240, Early Spring.)

Just got to make this work out for the hopefully breeding pair of Giant Hamsters Breadbowl acquired!

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: **Taupe** on **October 03, 2015, 08:16:30 pm**

Quote from: Sanctume on October 03, 2015, 08:13:03 pm

Just got to make this work out for the hopefully breeding pair of Giant Hamsters Breadbowl acquired!

Nonononononono.

No.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Urist McVoyager on October 03, 2015, 08:34:47 pm

How big is a giant hamster, really? And yay! Hamster breeding means lots of hamster biscuits!

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Bearskie on October 03, 2015, 09:44:57 pm

Quote from: Sanctume on October 03, 2015, 03:46:52 pm

Now how am I to drain this moat?

Check out the southern pump, I added a release valve over there.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on October 03, 2015, 11:19:21 pm

I was studying that. But I have this idea of using the aquifer as drain...

Code: [Select]

surface

z 99 h77777w sand loam / moat. h=channel this last.

z 98 BW..... yellow sand - dig here. B=raising bridge; W=constructed wall.

z 97 hww^www red sand (aquifer) h=channel above to expose aquifer

Now to fill it, need to have a building to pump up water to fill moat, even with built in water reactor.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on October 03, 2015, 11:31:13 pm

I'll take a break from playing tonight and look over my notes.

My last save is 12th Felsite, 240, Late Spring. No crash.

I cheese it by creating a empty stockpile which prevent growth. Then I slowly remove an area and floor it with rock salt blocks.

As much as I want to bring magma up by the minecart loads, I have to dig for it and find it still.

I'll just think on if I want to drain the moat and refill using the aquifer.

The body parts are getting dump as fast. So I have a solution for that. But the submerged body parts will be a problem if not addressed now.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: QuQuasar on October 04, 2015, 12:21:32 am

Quote from: Urist McVoyager on October 03, 2015, 08:34:47 pm

How big is a giant hamster, really?

Bigger than a grizzly bear, smaller than a tiger. More cunning and predatory than both put together.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on October 04, 2015, 05:10:49 am

Chapter 3 (Mandate #1 Clear Glass)

Not even a minute in my way to the barracks when mayor and trader Quasar approached me with her papers to sign, and questions...

Quasar asked, "what did 'he' offer you?" emphasizing on "he."

I paused a moment, then looked her in the eyes and whispered, "my own drowning chamber."

That seemed to impress her in my "sacrifice."

We met the manager, Hiddenleafguy in the hall and we sat for a moment for drinks and talk. I am mostly interested in the drinks.

We talked about my Clear Glass mandate. Besides the bags, sand, ash, potash, pearlash to make raw clear glass, it also needs to be processed into clear glass blocks for construction.

I will assign four citizens, "ClearGlass Duty" with all the necessary labor and see how they progress to 420 clear glass blocks.

The digging may begin, but the indoor farm will have to wait.

scribbled on a note: Build 2 Glass Furnace, 1 Kiln, 1 Ashery, 2 Clothier Shop-make bags, Next roof, Build 2 Wood Burners, 1 Kiln, 1 Ashery.

Chapter 4 (Mandate #2 Expanded Burrows)

"The moat surrounds Breadbowl, and has walls for the most part. This grant flexibility to work outside still," I argued.

"Outside is not pleasant every time," mused Quasar. "We must set aside time for merrymaking."

Me, "How about I separate 'Outside In-Wall' burrow, and add 'Wall Construction' burrow for the duration?

Mayor Quasar, "I will agree to that if only active times are when the weather is clear."

"Agreed," as I touch mug with Quasar and drank rye beer.

Hiddenleafguy dreamily stares at the rock salt statue of hippos.

Chapter 5 (Mandate #3 More Stone)

"1,250 stone blocks exactly, nothing more," reads May from her books.

"And the stones themselves," I inquired.

"Twelve," she said in a nasal tone, "is that all, I am busy."

May is our bookkeeper and chief medical dwarf, and is quite unfriendly and disagreeable and will not be content with debate without giving me grief.

"One more, the hospital floor is nice enough with the dirt floor," I baited.

As if I said something more horrifying than chaining hamster in Commander Taupe's bed, May blurted out, "that is not acceptable. Would you like me to take long breaks and attend parties when you most need my skills when they bring you to my bed?" "My hospital bed, that is," she added.

In a plaintive gesture, "I will see to it that hospital floor is tiled with smooth rock salt stone blocks Miss May."

This act placated her and I took my leave muttering, "this is a crying shame to have only 12 stones in Breadbowl."

I ordered the expansion of the Safe Indoors burrow to include more dig areas down the Mason's Guild.

Add 3 Mechanic's shop, and 2 Jeweler's shop, and 6 separate small stone stockpiles for rock salts. If rock salts run out, the next level has more, after that, there is quartzites.

Set the 8 Mason's shop to make rock blocks forever. Set the 4 Craftsdwarfs' shop to make rock pots forever.

Chapter 6 (Mandate #4 Metal Equipment)

Spoiler (click to show/hide)

Taupe	iron spear	to do	Fairybrow	iron battle axe	to do
Breastplate	steel		Breastplate	none	
Mail Shirt	wool robe	iron mail	Mail Shirt	copper mail shirt	
Head	wood cap	iron helm	Head	leather cap	iron helm
Legs	wool trouser		Legs	steel greaves	
Right Feet	steel high boot		Right Feet	cloth shoes	iron high boot
Left Feet	steel high boot		Left Feet	cloth shoes	
Right Hand	steel gauntlet		Right Hand	copper gauntlet	
Left Hand	steel gauntlet		Left Hand	bronze gauntlet	
Shield	none		Shield	wood shield	
Tekkud	bronze spear	to do	Sanctume	silver mace	to do
Breastplate	none		Breastplate	none	
Mail Shirt	iron mail shirt		Mail Shirt	copper mail shirt	
Head	xwool capx	iron helm	Head	cloth cap	iron helm
Legs	steel chain leggings		Legs	steel chain leggings	
Right Feet	none	iron high boot	Right Feet	wool shoes	iron high boot
Left Feet	none		Left Feet	wool shoes	
Right Hand	steel gauntlet		Right Hand	copper gauntlet	
Left Hand	steel gauntlet		Left Hand	copper gauntlet	
Shield	wood shield		Shield	wood shield	
Kubuk	iron short sword	to do			
Breastplate	none				
Mail Shirt	iron mail shirt				
Head	silk cap	iron helm			
Legs	steel greaves				
Right Feet	leather shoes	iron high boot			
Left Feet	leather shoes				
Right Hand	iron gauntlet				
Left Hand	iron gauntlet				
Shield	wood shield				
Vortex	iron battle axe	to do	Ezum	iron battle axe	to do
Breastplate	none		Breastplate	none	
Mail Shirt	iron mail shirt		Mail Shirt	iron mail shirt	
Head	xwool cap	iron helm	Head	xwool cap	iron helm
Legs	steel greaves		Legs	steel greaves	
Right Feet	xwool shoesx	iron high boot	Right Feet	xwool shoesx	iron high boot
Left Feet	xwool shoesx		Left Feet	xwool shoesx	
Right Hand	xleather glovex	iron gauntlet	Right Hand	xleather glovex	
Left Hand	xleather glovex		Left Hand	xleather glovex	
Shield	wood shield		Shield	wood	
Olon	wrestler	to do	Mosus	iron battle axe	to do
Breastplate	none		Breastplate	none	
Mail Shirt	copper mail shirt		Mail Shirt	iron mail shirt	
Head	wool cap	iron helm	Head	leather cap	iron helm
Legs	iron greaves		Legs	steel greaves	
Right Feet	wool shoe	iron high boot	Right Feet	cloth shoe	iron high boot
Left Feet	wool shoe		Left Feet	cloth shoe	
Right Hand	bronze right gauntlet		Right Hand	leather glove	
Left Hand	iron gauntlet		Left Hand	leather glove	
Shield	wood shield		Shield	wood shield	

Cloth, leather, and rotting headgear should be replaced with metal helms first.

I heard that Iron High Boots encrusted with "swooshes" makes you jump higher, so I ordered for everyone currently wearing rotting footwear.

Iron bar count is low, and I don't want to use copper.

Order more smelt hematite and that new magnetite dig.

Order 5 iron helms, 1 iron mail shirt, 4 sets of iron high boots for The Shaft of Fortifying.

Order 1 iron battle axe, 1 set of iron gauntlets, 4 iron helms, and 4 sets of iron high boots for The Earthen Assaults

1st granite, 240, Early Spring

Pantry Count Prepared Meals: 1863 Drinks: 1635

ooc: Update: add user link to those are in Dwarf List. Missing a few users. 10/05 Added Pyro. 10/06 Added Angus. 10/13 Added Iliithid Dramatis Personae (1st Granite, 240)

The Nobles

- `Gwolfski' Uristirtir, "`Gwolfski' Daggerdangles", duke of Breadbowl (Gwolfski (http://www.bay12forums.com/smf/index.php? action=profile;u=110835))
- `Quasar' Ustutharkim, "`Quasar' Fencedraces", mayor (QuQuasar (http://www.bay12forums.com/smf/index.php?action=profile;u=100531))
- `Iliithid' Roberlorbam, "`Iliithid' Wipedstandard", Legendary Armoursmith (Iliithid (http://www.bay12forums.com/smf/index.php? action=profile;u=113150))
- `Hiddenleafguy' Gamilmorul, "`Hiddenleafguy' Trustpages", manager (Hiddenleafguy (http://www.bay12forums.com/smf/index.php?action=profile;u=112286))
- `May' Olinesmul, "`May' Tongsfills", chief medical dwarf (forum user ?)

The VIP Citizens

- `Neblime' Besmarostar, "`Neblime' Pulleyburied", Carpenter (Neblime (http://www.bay12forums.com/smf/index.php?
- action=profile;u=100394)) `Bearskie' Adagbomrek, "`Bearskie' Soakedwhips", Planter (Bearskie (http://www.bay12forums.com/smf/index.php? action=profile;u=108839))
 `Aristotle' Mebzuthostuk, "`Aristotle' Oarsneaks", Philosopher (FallacyofUrist - Aristotle
- (http://www.bay12forums.com/smf/index.php?action=profile;u=111378))
- Lord Brassroast' Onolnelas, "`Lord Brassroast' Mountainflickered", Mason (LordBrassroast (http://www.bay12forums.com/smf/index.php?action=profile;u=112526))
- Tonnot' Umstizilral, "`Tonnot' Sizzletreaties", Brewer (forum user ?)

The Shafts of Fortifying

- `Taupe' Ilromilral, "`Taupe' Peaktreaty", militia commander (Taupe (http://www.bay12forums.com/smf/index.php? action=profile;u=107854))
- Tekkud Betankulet, "Tekkud Calmabbey", SpearmasterKubuk Zulbandesis, "Kubuk Bannersnarls", Swordmaster
- `Fairybrow' Mengzokun, "`Fairybrow' Lashedsieged", Wrestler (fairy eyebrow (http://www.bay12forums.com/smf/index.php?
- action=profile;u=112917))
 `Sanctume' Olinlelum, "`Sanctume' Tongswane", Macedwarf (Sanctume (http://www.bay12forums.com/smf/index.php? action=profile;u=94346))

The Earthen Assaults

- Vortex' Tunlerteth, "`Vortex' Doortangle", militia captain (Vortex (http://www.bay12forums.com/smf/index.php? action=profile;u=112955))
- Ezum Astanan, "Ezum Sabrenight", Axe Lord
- Olon Zonbal, "Olon Helmedtones", Axedwarf
- 'Angus' Ingizsezuk, "'Angus' Ceilingslapped", militia captain (Urist McVoyager (http://www.bay12forums.com/smf/index.php? action=profile;u=96082))

Neighborhood Watch

- `SQman' Muthkattashem, "`SQman' Mansionpull", His Majesty's ace hunter (SQman (http://www.bay12forums.com/smf/index.php?action=profile;u=106368))
- Onul Letmosnir, "Onul Cobaltland", Hunter
- Sazir Kogankalan, "Sazir Boattrails", Bone CarverZefon Lolokdomas, "Zefon Graniteguild", Cook

- Cilob Vucarurol, "Cilob Urncloses", Hunter
 'Pyro' Regmorul, "'Pyro' Glovepages", Furnace Operator (PyroTechno (http://www.bay12forums.com/smf/index.php? action=profile;u=110605))
- Kogan Athelgatin, "Kogan Ringpanthers", Weaver
- As Menguling, "As Lashcrazes", Ranger
- Likot Moruldustik, "Likot Pagedboars", Bone Carver
- Alath Ardeskonos, "Alath Authorbrass", Leatherworker

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on October 04, 2015, 12:04:32 pm

ooc: This a verbose version. I used dfhack forum-dwarves to capture text descriptions. Undorfed = no nickname. Dramatis Personae (1st Granite, 240)

The Nobles

`Gwolfski' Uristirtir, "`Gwolfski' Daggerdangles", duke of Breadbowl Spoiler (click to show/hide)

"I was near to a Seat. It pleases me."

He feels pleasure near a fine Seat. Within the last season, he felt pleasure near a fine Seat. He felt pleasure near a fine Seat. He felt pleasure near a fine Table. He felt satisfied at work. He didn't feel anything while in conflict. He was horrified after seeing the thrips woman die. He felt pleasure near his own fine Bed. He was annoved when caught in the rain. He felt pleasure near a fine Table. He felt pleasure near a fine Table. He felt pleasure near a fine Table. He felt pleasure near a fine Seat. He felt jovial to have a mandate deadline met. He felt pleasure near a fine Table. He felt pleasure near his own fine Seat. He felt pleasure near a fine Seat. He felt pleasure near a fine Table. He didn't feel anything after seeing a giant gray langur die. He didn't feel anything after seeing a giant wild boar die. He was horrified after seeing the goblin Em Hideseduced die. He was horrified after seeing the goblin Azstrog Stealankles die.

He is a worshipper of Istrath and a casual worshipper of Tecak.

He is a citizen of The Old Nets. He is a member of The Farm of Hammers. He is the militia captain of The Farm of Hammers. He is the duke of The Old Nets. He is the former baron of The Old Nets. He is the former count of The Old Nets. He arrived at Imarust on the 15th of Granite in the year 236.

He is ninety years old, born on the 4th of Sandstone in the year 150.

He is corpulent. His eyes are slate gray. His sideburns are clean-shaven. His very long moustache is neatly combed. His very long beard is arranged in double braids. His hair is clean-shaven. His nose is incredibly upturned. He has high cheekbones. His copper skin is wrinkled. His nose bridge is somewhat concave. His hair is burnt sienna with flecks of gray.

He is quite susceptible to disease and very quick to tire.

`Gwolfski' Uristirtir likes native platinum, bronze, amethyst, crystal glass, octopus leather, the color pine green, battle axes, millstones, hippos for their strength and horned melon vines for their fruit. When possible, he prefers to consume goat, salmon and single-grain wheat beer. He absolutely detests leeches.

He has a great sense of empathy, the ability to focus and willpower.

Like others in his culture, he holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values martial prowess, values leisure time, respects commerce and finds nature somewhat disturbing. He personally sees the denial of impulses as a vain and foolish pursuit, values romance, doesn't respect a society that has settled into harmony without debate and strife, does not respect the law and views loyalty unfavorably. He dreams of creating a great work of art, and this dream was realized.

He has no ambition whatsoever. He cuts any corners possible when working on a project, regardless of the consequences, rather than wasting effort or resources. He is concerned only with matters practical to the situation at hand, with absolutely no inclination toward abstract discussion. He does not enjoy participating in physical confrontations, and he works to square this natural tendency with his respect of martial prowess. He has a very calm demeanor. He often feels envious of others. He tends to share his own experiences and thoughts with others. He tends to think before acting. He is slow to anger. He is assertive. He doesn't often experience strong cravings or urges, and he is troubled by this because he values such powerful forces in life. He has a greedy streak. He generally acts with a narrow focus on the current activity. He tends to form only tenuous emotional bonds with others. He rarely feels discouraged. He generally acts impartially and is rarely moved to mercy. He is trusting. He needs alcohol to get through the working day. He likes working outdoors and grumbles only mildly at inclement weather.

A short, sturdy creature fond of drink and industry.

• `Quasar' Ustutharkim, "`Quasar' Fencedraces", mayor

Spoiler (click to show/hide)

"I'm doing alright."

Within the last season, she felt satisfied at work. She felt empathy while being cried on by an unhappy citizen. She felt satisfied conducted a meeting in a good setting. She was blissful after sleeping in a great bedroom. She was horrified after seeing the thrips woman die. She was annoyed when caught in the rain. She felt empathy while being yelled at by an unhappy citizen. She felt pleasure near a fine Seat. She was content after a bath. She felt pleasure near her own fine Seat. She felt pleasure near a fine Table. She felt pleasure near a fine Seat. She felt pleasure near a fine Table. She felt pleasure near a fine Table.

She is a worshipper of Tecak and a worshipper of Rurast Mirrormystery the Bewildering Cloak.

She is a citizen of The Old Nets. She is a member of The Farm of Hammers. She is the broker of The Farm of Hammers. She is the mayor of The Farm of Hammers. She is the former chief medical dwarf of The Farm of Hammers. She is the former expedition leader of The Farm of Hammers. She arrived at Imarust on the 15th of Granite in the year 236.

She is sixty-five years old, born on the 11th of Slate in the year 175.

She would be very thin but bears an enormous lardy burden. Her eyes are slate gray. Her hair is clean-shaven. She has an angular chin. Her ears are free-lobed. Her hair is burnt sienna. Her skin is brown. She is flimsy.

`Quasar' Ustutharkim likes andesite, steel, dendritic agate, pileated gibbon leather, llama wool, the color lavender blush and bolts. When possible, she prefers to consume cockatiel and dwarven rum. She absolutely detests large roaches.

She has a great affinity for language, a great feel for social relationships, great creativity, good intuition and a feel for music, but she has little willpower, poor empathy, poor analytical abilities and poor focus.

Like others in her culture, she holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, respects fair-dealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values martial prowess, respects commerce and finds nature somewhat disturbing. She personally finds sacrifice to be one of the highest ideals, treasures leisure time and thinks it is very important in life, thinks working hard is an abject idiocy and values a harmonious existence. She dreams of raising a family.

She is not careful with resources when working on projects and often spends unnecessary effort. She generally acts impartially and is rarely moved to mercy. She can handle stress. She is generally quite confident of her abilities when undertaking specific ventures. She can sometimes act without deliberation. She likes to keep things practical, without delving too deeply into the abstract. She tends to hang on to grievances. She needs alcohol to get through the working day. She likes working outdoors and grumbles only mildly at inclement weather.

A short, sturdy creature fond of drink and industry.

• `Iliithid' Roberlorbam, "`Iliithid' Wipedstandard", Legendary Armoursmith

Spoiler (click to show/hide)

"I was near to a Table. It's very interesting."

He is interested near a fine Seat. He is interested near a fine Table. He is interested near a fine Table. Within the last season, he was interested near a fine Paved Road. He felt satisfied at work. He was interested near his own fine Cabinet. He was interested near his own fine Bed. He was interested near a fine Table. He was interested near a fine Seat. He was grouchy when caught in the rain. He was afraid after experiencing trauma. He was horrified after seeing the thrips woman die. He didn't feel anything while in conflict. He was interested near his own fine Door. He was blissful after sleeping in a great bedroom. He was horrified after seeing the goblin Azstrog Stealankles die. He was interested near a fine Door. He was interested near a fine Paved Road. He was interested near a fine Table. He was interested near a fine Table. He was interested near a fine Seat. He felt tenderness talking with a child. He was interested near a fine Statue. He was interested near a completely sublime Well. He was interested near a fine Table. He was interested near a fine Door. He was interested near a splendid Paved Road. He was interested near a fine Table. He was interested near a fine Paved Road. He was interested near a fine Seat. He felt adoration after becoming a parent. He was blissful after becoming a parent. He was interested near a fine Statue.

He is married to Litast Mirrorfell and has two children: Erush Quakecity and Solon Faintedringed. He is the son of Olon Lashurn and Bomrek Glazedcontrol.

He is a citizen of The Old Nets. He is a member of The Farm of Hammers. He is a former member of The Barricade of Feet. He is the champion of The Farm of Hammers. He arrived at Imarust on the 25th of Hematite in the year 237.

He is sixty-six years old, born on the 20th of Moonstone in the year 174.

He is fat. His very long sideburns are neatly combed. His long moustache is neatly combed. His very long beard is arranged in double braids. His very long hair is neatly combed. His slate gray eyes are very round. He has a very high-pitched voice. His nose bridge is slightly convex. His hair is burnt sienna. His skin is sandy taupe. He is incredibly tough.

Iliithid Roberlorbam likes native copper, pig iron, onyx, giant harp seal leather, kenaf plant fiber fabric, the color lemon, squares, maces, traction benches, animal traps, reindeer for their large herds and string bean plants for their pods. When possible, he prefers to consume turnip wine. He absolutely detests large roaches.

He has a very good sense of empathy, a sharp intellect, a lot of willpower and good intuition, but he has a shortage of patience and little natural inclination toward music.

Like others in his culture, he holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, values cooperation, finds merrymaking and partying worthwhile activities, values martial prowess, values leisure time, respects commerce and finds nature somewhat disturbing. He personally sees life as unfair and doesn't mind it that way and values a harmonious existence. He dreams of creating a great work of art, and this dream was realized.

He is prone to hatreds and often develops negative feelings. He has great trouble mastering fear when confronted by danger. He does not often feel lustful. He prefers that everyone live as harmoniously as possible. He tends to avoid crowds. He tends to be passive in discussions. He could be considered rude. He likes to brawl. He tends to consider what others think of him. He can handle stress. He shakes his finger up and down when he's trying to remember something. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

`Hiddenleafguy' Gamilmorul, "`Hiddenleafguy' Trustpages", manager <u>Spoiler</u> (click to show/hid<u>e)</u>

"I was near to a Seat. I'm very pleased."

He feels pleasure near a fine Seat. He feels pleasure near a fine Seat. He feels pleasure near a fine Table. Within the last season, he felt satisfied at work. He was horrified after seeing the goblin Bosa Roughnessmalice die. He didn't feel anything while in conflict. He felt pleasure near a completely sublime Well. He felt pleasure near a fine Statue. He was grouchy when caught in the rain. He was horrified after seeing the thrips woman die. He felt pleasure near a fine Door. He felt pleasure near a fine Table. He felt pleasure near a fine Seat. He felt pleasure near a fine Seat. He felt pleasure near a fine Table. He felt pleasure near a fine Trap. He felt pleasure near a very fine Trap. He felt pleasure near a fine Trap. He felt pleasure near a fine Trap. He felt pleasure near a fine Paved Road. He felt pleasure near a fine Seat. He felt pleasure near his own

fine Table. He felt pleasure near his own fine Bed. He was horrified after seeing the goblin Azstrog Stealankles die. He was horrified after seeing a goblin die.

He is married to Sazir Boattrails and has 8 children: Led Metalabbey, Uzol Smokecanyon, Tholtig Ringseals, Fath Relicappeared, Id Partneraxes, L•r Markurns, Zan Saintlabors and Tosid Inkymatches. He is the son of Lor Diamondplank and Ingish Flameplanks. He is a citizen of The Old Nets. He is a member of The Farm of Hammers. He is a former member of The Canyons of Fury. He is a former member of The Ambiguous Paddle. He is a former member of The Sizzling Quakes. He is the manager of The Farm of Hammers. He arrived at Imarust on the 20th of Slate in the year 237.

He is one hundred thirty-three years old, born on the 1st of Opal in the year 107.

He is tall and belarded by great hanging sacks of fat. His eyes are slate gray. His sideburns are clean-shaven. His very long moustache is neatly combed. His medium-length beard is arranged in double braids. His very long hair is neatly combed. His ears are somewhat narrow. His hair is gray with flecks of white. His skin is cinnamon. He is really slow to heal.

'Hiddenleafguy' Gamilmorul likes jet, fine pewter, green tourmaline, giant jackal leather, coral, the color fuchsia and mongooses for their agility. When possible, he prefers to consume giant nautilus and river spirits. He absolutely detests large roaches. He has a good spatial sense, a good memory and a good kinesthetic sense, but he has a meager ability with social relationships and a very bad sense of empathy.

Like others in his culture, he holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values martial prowess, values leisure time, respects commerce and finds nature somewhat disturbing. He personally lacks any respect for family, finds friendship burdensome and sees introspection as important. He dreams of creating a great work of art.

He dislikes receiving advice, preferring to keep his own counsel. He is a pessimist. He is quick to form negative views about things. He has an active sense of humor. He tends to avoid crowds. He can easily fall in love or develop positive sentiments. He is stubborn. He tends to be passive in discussions. He is somewhat fearful in the face of imminent danger. He is pleased by his own appearance and talents. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

May' Olinesmul, "`May' Tongsfills", chief medical dwarf

Spoiler (click to show/hide)

"Everything's alright."

Within the last season, she felt satisfied at work. She didn't feel anything while in conflict. She was horrified after seeing the goblin Bosa Roughnessmalice die. She was afraid after experiencing trauma. She felt pleasure near a fine Seat. She felt pleasure near a fine Table. She was horrified after seeing the thrips woman die. She was annoyed when caught in the rain. She was proud near her own fine Cabinet. She was proud near her own fine Bed. She felt pleasure near a fine Door. She was horrified after seeing the human Issha Windyvirgins die. She was blissful after sleeping in a great bedroom. She didn't feel anything after seeing a elk bird die. She was proud near her own fine Container. She felt pleasure near a fine Door. She felt satisfied after producing a masterwork. She was proud near her own fine Door. She felt pleasure near a fine Paved Road. She was horrified after seeing a troll die. She felt pleasure near a splendid Paved Road.

She is a worshipper of Berul the Armored Stockade and a faithful worshipper of Berul the Armored Stockade.

She is a citizen of The Old Nets. She is a member of The Farm of Hammers. She is the bookkeeper of The Farm of Hammers. She is the chief medical dwarf of The Farm of Hammers. She arrived at Imarust on the 15th of Granite in the year 236. She is seventy-eight years old, born on the 22nd of Malachite in the year 162.

She is corpulent. Her eyes are slate gray. She has high cheekbones, and she has an angular chin. Her very long hair is tied in a pony tail. Her ears are extraordinarily broad. Her eyelashes are extremely short. Her nose is somewhat short. Her hair is burnt sienna. Her skin is dark brown.

She is very agile and slow to tire, but she is very weak.

`May' Olinesmul likes lignite, gold, red tourmaline, the color dark green, battle axes, scepters and jabberers for their frightening beaks. When possible, she prefers to consume spotted ratfish and fisher berry wine. She absolutely detests rats. She has a great feel for social relationships, a great feel for the surrounding space, a lot of willpower and the ability to focus, but she has bad intuition.

Like others in her culture, she has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values martial prowess, values leisure time, respects commerce and finds nature somewhat disturbing. She personally values self-control, doesn't respect a society that has settled into harmony without debate and strife and doesn't particularly care about craftsdwarfship. She dreams of mastering a skill.

She is confident under pressure. She dislikes helping others. She enjoys being in crowds. She is unfriendly and disagreeable, and she is bothered by this since she values friendship. She is not the type to fall in love or even develop positive feelings. She seeks out exciting and adventurous situations. She dislikes abstract discussions and would much rather focus on practical examples. She does not often feel lustful. She tends to share her own experiences and thoughts with others. She has an active sense of humor. She lives a fast-paced life. She thinks she is fairly important in the grand scheme of things. She has a greedy streak. She has a tendency to go it alone, without considering the advice of others. She is brave in the face of imminent danger. She tries to keep her things orderly. She is not particularly interested in what others think of her. She generally acts with a narrow focus on the current activity. She drums her fingers when she's thinking. She needs alcohol to get through the working day. She likes working outdoors and grumbles only mildly at inclement weather.

A short, sturdy creature fond of drink and industry.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 04, 2015, 12:39:29 pm

ooc: This a verbose version. I used dfhack forum-dwarves to capture text descriptions. Dramatis Personae (1st Granite, 240)

The Shafts of Fortifying

• `Taupe' Ilromilral, "`Taupe' Peaktreaty", militia commander Spoiler (click to show/hide)

"Never forget true loyalty."

Within the last season, he didn't feel anything while in conflict. He was afraid after experiencing trauma. He was horrified after seeing the goblin Bosa Roughnessmalice die. He was annoyed when caught in the rain. He was horrified after seeing a goblin die. He was horrified after seeing the thrips woman die. He was blissful after sleeping in a great bedroom. He was content after eating a wonderful dish. He felt pleasure after a sparring session.

He is a worshipper of Rurast Mirrormystery the Bewildering Cloak and an ardent worshipper of Tecak.

He is a citizen of The Old Nets. He is a member of The Farm of Hammers. He is the militia commander of The Farm of Hammers. He arrived at Imarust on the 15th of Granite in the year 236.

He is sixty-eight years old, born on the 1st of Granite in the year 172.

He is thin but has incredible muscles. His eyes are slate gray. His medium-length sideburns are braided. His very long moustache is neatly combed. His very long beard is arranged in double braids. His very short hair is neatly combed. He has an angular chin. His head is somewhat short. His hair is burnt sienna. His skin is cinnamon.

He is unbelievably strong, absolutely inexhaustible, basically unbreakable, extremely agile and quite quick to heal.

`Taupe' Ilromilral likes hornblende, brass, bone opal, mahogany wood, echidna leather, bolts and ducks for their quacks. When possible, he prefers to consume buckwheat beer and horse's milk. He absolutely detests hamsters.

He has a stunning feel for spatial relationships, an astounding feel for the position of his own body, a great ability to focus, an iron will, a sum of patience, good intuition and a good memory.

Like others in his culture, he holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values martial prowess, values leisure time, respects commerce and finds nature

somewhat disturbing. He personally thinks that the entire concept of sacrifice for others is truly disgusting, believes it is important to conceal emotions and refrain from complaining and sees competition as reasonably important. He dreams of mastering a skill, and this dream was realized.

He can easily fall in love or develop positive sentiments. He is somewhat quarrelsome, and he is bothered by this since he values friendship. He finds helping others emotionally rewarding, though he wishes this were not the case as he considers altruism foolish. He likes to keep things practical, without delving too deeply into the abstract. He generally acts impartially and is rarely moved to mercy. He doesn't mind a little tumult and discord in day-to-day living. He is moved by art and natural beauty, and he is troubled by this since he dislikes the natural world. He tends to be a little tight with resources when working on projects. He lives a fast-paced life. He tends not to reveal personal information. He has an active imagination. He needs alcohol to get through the working day. He likes working outdoors and grumbles only mildly at inclement weather. He is a hardened individual.

A short, sturdy creature fond of drink and industry.

Tekkud Betankulet, "Tekkud Calmabbey", Spearmaster

Spoiler (click to show/hide)

"Oh, I'm nothing special."

Within the last season, she was annoyed when caught in the rain. She didn't feel anything while in conflict. She was afraid after experiencing trauma. She was horrified after seeing a troll die. She felt pleasure near a fine Table. She felt pleasure near a fine Table. She was horrified after seeing the thrips woman die. She was blissful after sleeping in a great bedroom. She felt pleasure after a sparring session. She was horrified after seeing a troll die. She was horrified after seeing a troll die.

She is married to Zefon Graniteguild and has 5 children: Stukos Chancedconstructs, Sibrek Roadphrases, Ast Namedwinds, Rakust Coventombs and Sodel Drunkenarch. She is the daughter of Udib Dreamsplanks and Tun Dwellknife.

She is a citizen of The Old Nets. She is a member of The Farm of Hammers. She is a former member of The Esteemed Tongs. She is a former member of The Bent Wire. She arrived at Imarust on the 20th of Slate in the year 237.

She is one hundred twenty-eight years old, born on the 4th of Opal in the year 112.

She is strapped with massive amounts of muscle and lard. Her slate gray eyes are slightly sunken. She has a narrow chin. Her hair is clean-shaven. Her ears are very short. Her hair is gray with a touch of burnt sienna. Her skin is burnt umber.

She is unbelievably strong, amazingly agile, indefatigable and incredibly tough, but she is slow to heal.

Tekkud Betankulet likes serpentine, bronze, yellow zircon, crystal glass, giant white stork leather, the color lime, grates, flasks and snails for their shells. When possible, she prefers to consume giant grasshopper, tomato wine and linseed oil. She absolutely detests hamsters.

She has an unbreakable will, a stunning feel for spatial relationships, an astounding feel for the position of her own body, unbreakable focus, a very good sense of empathy, very good intuition and a good intellect, but she has a meager ability with social relationships and a little difficulty with words.

Like others in her culture, she holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, values family greatly, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values martial prowess, values leisure time, respects commerce and finds nature somewhat disturbing. She personally views loyalty unfavorably and does not care about friendship. She dreams of crafting a masterwork someday.

She actively avoids exciting or stressful situations. She is extremely confident of herself in situations requiring her skills. She is slow to anger. She tends to be a little wasteful when working on projects. She generally acts impartially and is rarely moved to mercy. She tends to be passive in discussions. She has a noticeable lack of perseverance. She is not particularly interested in what others think of her. She is very humble. She is trusting. She can handle stress. She can occasionally lose focus on the matter at hand. She has a tendency toward forming deep emotional bonds with others. She scratches her nose when she's nervous. She needs alcohol to get through the working day. She is a hardened individual.

A short, sturdy creature fond of drink and industry.

Kubuk Zulbandesis, "Kubuk Bannersnarls", Swordmaster

<u>Spoiler</u> (click to show/hide) "I'm alright."

Within the last season, she was exasperated when caught in the rain. She didn't feel anything while in conflict. She was afraid after experiencing trauma. She was horrified after seeing a goblin die. She was horrified after seeing the thrips woman die. She was horrified after seeing the goblin Stasost Witchguilds die. She was content after eating a pretty decent meal. She felt pleasure after a sparring session. She was blissful after sleeping in a very good bedroom. She was horrified after seeing a troll die. She was blissful after sleeping in a great bedroom.

She is married to Ilral Plankdrilled and has two children: Iton Workedprincess and Besmar Helmedwrung. She is the daughter of Urist Howlwire and Uvash Showeredpaint.

She is a citizen of The Old Nets. She is a member of The Farm of Hammers. She is a former member of The Relic of Hailing. She arrived at Imarust on the 7th of Slate in the year 238.

She is eighty years old, born on the 13th of Limestone in the year 160.

She is strapped with massive amounts of muscle and lard. She has high cheekbones. Her eyebrows are slightly low. Her nose is somewhat short. Her ears are somewhat tall. Her somewhat tall head is somewhat narrow. Her hair is burnt sienna. Her short hair is neatly combed. Her skin is peach. Her eyes are slate gray.

She is absolutely inexhaustible, amazingly agile, unbelievably strong and quite durable, but she is slow to heal.

Kubuk Zulbandesis likes dacite, bronze, schorl, hornbill leather, ramie plant fiber fabric, the color golden yellow, bolts, helms, earrings, anvils and common snapping turtles for their long necks. When possible, she prefers to consume great white shark, spotted ratfish, rat weed, bilberry wine and foxtail millet flour. She absolutely detests moon snails.

She has an astounding feel for the position of her own body, uncanny intuition, an amazing spatial sense, a lot of willpower, the ability to focus and a way with words, but she has a very bad sense of empathy and very bad analytical abilities.

Like others in her culture, she holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, finds merrymaking and partying worthwhile activities, values martial prowess, respects commerce and finds nature somewhat disturbing. She personally sees life as unfair and doesn't mind it that way, sees competition as reasonably important, doesn't think one way or the other about leisure time and doesn't see cooperation as valuable. She dreams of creating a great work of art.

She desires little for herself in the way of possessions. She is given to flights of fancy to the point of distraction. She is quick to anger. She tries to keep her things orderly. She is rarely happy or enthusiastic, and she is conflicted by this as she values parties and merrymaking in the abstract. She likes to take it easy. She is somewhat fearful in the face of imminent danger. She sometimes acts with little determination and confidence. She points and shakes her finger when she's angry. She needs alcohol to get through the working day. She is a hardened individual.

A short, sturdy creature fond of drink and industry.

• `Fairybrow' Mengzokun, "`Fairybrow' Lashedsieged", Wrestler

Spoiler (click to show/hide)

"I had a sparring session. How exhilarating!"

He is exhilarated after a sparring session. Within the last season, he didn't feel anything while in conflict. He was afraid after experiencing trauma. He was horrified after seeing the goblin Bosa Roughnessmalice die. He was exasperated when caught in the rain. He was horrified after seeing a goblin die. He was apathetic after talking to a pillar of society. He was horrified after seeing the thrips woman die. He was horrified after seeing the goblin Stasost Witchguilds die. He was blissful after sleeping in a great bedroom.

He is the son of Urvad Steeldabbling and Tobul Boltscaly.

He is a citizen of The Old Nets. He is a member of The Farm of Hammers. He is a former member of The Lenses of Day. He arrived at Imarust on the 7th of Slate in the year 238.

He is sixty-eight years old, born on the 24th of Felsite in the year 172.

He is short and skinny. His long sideburns are braided. His very long moustache is arranged in double braids. His very long beard is arranged in double braids. His hair is clean-shaven. He has an angular chin. His nose is short. His lips are thin. His ears are somewhat narrow. His brown skin is wrinkled. His slate gray eyes are slightly wide-set. His hair is burnt sienna. He is very rarely sick, quite durable, very agile, quick to heal and slow to tire.

`Fairybrow' Mengzokun likes stibnite, fine pewter, moss opal, cave fish leather and gauntlets. When possible, he prefers to consume strawberry wine. He absolutely detests mussels.

He has a great affinity for language, a very good sense of the position of his own body, a good feel for social relationships, a good spatial sense and a good intellect, but he has little natural inclination toward music.

Like others in his culture, he holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values martial prowess, values leisure time, respects commerce and finds nature somewhat disturbing. He personally values sacrifice and doesn't care if others take the time to master skills. He dreams of creating a great work of art.

He cuts any corners possible when working on a project, regardless of the consequences, rather than wasting effort or resources. He would never pass up a chance for a good fistfight. He is quick to anger. He is curious and eager to learn. He enjoys the company of others. He is a friendly individual. He has a greedy streak. He has a tendency to go it alone, without considering the advice of others. He is not particularly interested in what others think of him. He is very humble. He has a very distinct laugh for when he's excited. When he's nervous, he has a habit of chewing on his cheek. He runs his fingers through his hair when he's annoyed. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

`Sanctume' Olinlelum, "`Sanctume' Tongswane", Macedwarf Spoiler (click to show/hide)

"I had a sparring session. How pleasurable!"

He feels pleasure after a sparring session. Within the last season, he didn't feel anything while in conflict. He was afraid after experiencing trauma. He was horrified after seeing the goblin Bosa Roughnessmalice die. He was grouchy when caught in the rain. He was horrified after seeing a goblin die. He was horrified after seeing the thrips woman die. He was content after having a fine drink. He was blissful after sleeping in a great bedroom. He felt pleasure near a fine Table. He felt pleasure near a fine Seat.

He is married to Zasit Gazepaged and has one child: As Urntheater. He is the son of Morul Paintedslick and Kadol Rulerocks. He is a citizen of The Old Nets. He is a member of The Farm of Hammers. He is a former member of The Bent Wire. He arrived at Imarust on the 21st of Slate in the year 239.

He is one hundred ten years old, born on the 8th of Obsidian in the year 130.

He is muscular. His eyes are slate gray. His hair is greasy. His short sideburns are neatly combed. His very long moustache is neatly combed. His very long beard is arranged in double braids. His short hair is neatly combed. He has a recessed chin. His somewhat splayed out ears are broad. His head is somewhat broad. His hair is gray mixed with burnt sienna. His skin is ecru. His nose bridge is slightly convex.

He is indefatigable, quite durable, very agile and strong.

`Sanctume' Olinlelum likes bauxite, gold, fortification agate, giant wolverine bone, the color mauve, gems, maces, gauntlets, grates, crowns and trumpets. When possible, he prefers to consume naked mole dog, nautilus, gutter cruor and peppers. He absolutely detests flies.

He has a stunning feel for spatial relationships, an iron will, a sharp intellect, a great memory and the ability to focus. Like others in his culture, he holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, values cooperation, finds merrymaking and partying worthwhile activities, values martial prowess, values leisure time, respects commerce and finds nature somewhat disturbing. He personally sees life as unfair and doesn't mind it that way. He dreams of mastering a skill.

He does not generally respond to emotional appeals. He takes no pleasure in his talents and appearance. He finds a chaotic mess preferable to the boredom of harmonious living. He prefers to present himself modestly. He has an active sense of humor. He has a noticeable lack of perseverance. He is slow to trust others. He is quite comfortable with others that have a different appearance or culture. When he's thinking, his body becomes very still. He talks to himself when he's thinking. He needs alcohol to get through the working day. He is getting used to tragedy.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 04, 2015, 01:48:37 pm

Book II

Born amongst the scorching shrubs and decaying woods in a terrifying land known as The Hill of Death, a cloud of profane smoke drifts from the east. Formless the cloud may be, malice describes its presence for it battled the strong gust winds of The Round Gulf in the southeast long before the history of time. And so the cloud lingered a top the trees to the north and east where unknown barrier guards The Jungle of Twilight for any westward intrusion and molestation. The malice intensified as if it paused to witness a slathering of itself further in the west and south lands where the barony "Breadbowl" sprouts, akin to mushroom being trampled.

Chapter 7 (2nd Granite, 240, Early Spring)

"Good morrow, boss" return greeted by the citizens who are laying stone walls above "CLG," Cloth & Leather Guild building. The architects ensure me this wooden building will support stone fortifications.

"The air stink," I muttered looking north. I frowned on this damp weather. True to my word, the Wall Construction burrow will not be active today. A "give" to mayor Quasar, and me "take" to keep Outside In-Wall burrow active in building this fortification.

"Watch," Neighborhood Watch, reports in and alerts to activate Safe Indoors burrow. A goblin scouting party has been spotted emerging from the west-northwest.

This is trouble that will be handled.

A vile force of darkness has arrived!

Ensuring all citizens are within the walls, a well-crafted microline lever awaits in the center of the hall for the order to pull.

"Shafts," The "Shafts" of Fortifying, and "Earthen," The Earthen Assaults muster behind CLG, Watch will gather inside.

All constructions have been cancelled. "Who is pulling the lever?"

"No one."

"Do it now!"

"Preliminary report?"

ooc: I post this now to get it moving instead of many more edits. I hope it's "concise legible" enough. I also want to finish the dramatis personae post because I need to refer to it as I write. Feedback is appreciated if the tale spinning make sense. Thanks.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 04, 2015, 02:16:04 pm

ooc: This a verbose version. I used dfhack forum-dwarves to capture text descriptions. Dramatis Personae (1st Granite, 240)

The VIP Citizens

• `Neblime' Besmarostar, "`Neblime' Pulleyburied", Carpenter

Spoiler (click to show/hide)

"I was near to a Door. It's interesting."

She is interested near a fine Table. She is interested near a fine Door. Within the last season, she didn't feel anything while in conflict. She was interested near a completely sublime Well. She was annoyed when caught in the rain. She was interested near a fine Table. She was interested near a fine Seat. She was interested near her own fine Bed. She was interested near her own fine Container. She was interested near her own fine Cabinet. She was apathetic after talking to a pillar of society. She was interested near a fine Seat. She was interested near a fine Table. She was interested near a fine Statue. She was interested near a fine Seat. She was interested near a fine Seat. She was interested near a fine Statue. She was interested near a completely sublime Well. She was interested near her own fine Door. She was interested near a splendid Trap. She was interested near a splendid Paved Road. She was interested near a fine Door. She was interested near a fine Paved Road. She felt sympathy after giving somebody water. She was interested near a fine Paved Road. She was blissful after sleeping in a fantastic bedroom. She was blissful after a bath. She was interested near a fine Paved Road. She was interested near a fine Paved R

She is a citizen of The Old Nets. She is a member of The Farm of Hammers. She arrived at Imarust on the 15th of Granite in the year 236.

She is fifty-six years old, born on the 13th of Hematite in the year 184.

She has what was once a thin frame, now bearing enormous, thick layers of fat. Her very long hair is braided. Her somewhat narrow short ears have great swinging lobes. Her nose is upturned. Her slightly rounded slate gray eyes are sunken. Her hair is burnt sienna. Her skin is pale pink.

She is quite durable, but she is susceptible to disease, very weak and very slow to heal.

`Neblime' Besmarostar likes gneiss, copper, fire opal, the color turquoise, bolts and splints. When possible, she prefers to consume black bullhead and bumblebee mead. She absolutely detests hamsters.

She has an iron will, a sharp intellect, a sum of patience and the ability to focus, but she has a little difficulty with words. Like others in her culture, she holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values leisure time and finds nature somewhat disturbing. She personally sees engaging in commerce as a high ideal in life and does not really value skills related to fighting. She dreams of creating a great work of art, and this dream was realized.

She is often sad and dejected. She dislikes obligations and will try to avoid being bound by them, though she is conflicted by this for more than one reason. She is rarely happy or enthusiastic, and she is conflicted by this as she values parties and merrymaking in the abstract. She doesn't mind wearing something special now and again. She is a friendly individual. She does not easily hate or develop negative feelings. She tends not to reveal personal information. She finds helping others emotionally rewarding. She generally finds herself quite hopeful about the future. She is not particularly interested in what others think of her. She can sometimes act without deliberation. She can easily fall in love or develop positive sentiments. She has a tendency to consider ideas and abstractions over practical applications. She needs alcohol to get through the working day. She likes working outdoors and grumbles only mildly at inclement weather.

A short, sturdy creature fond of drink and industry.

• `Bearskie' Adagbomrek, "`Bearskie' Soakedwhips", Planter

Spoiler (click to show/hide)

"I finished up some work. I am very satisfied."

He feels satisfied at work. Within the last season, he was afraid after experiencing trauma. He was horrified after seeing the goblin Bosa Roughnessmalice die. He was blissful after sleeping in a great bedroom. He was interested near his own fine Door. He was interested near his own fine Bed. He was annoyed when caught in the rain. He was horrified after seeing the thrips woman die. He was interested near a fine Seat. He was interested near a fine Table. He was interested near a fine Table. He was interested near his own fine Container. He felt admiration near a completely sublime Well. He was interested near his own fine Cabinet. He was interested near a fine Seat. He was interested near a fine Paved Road. He was interested near a splendid Paved Road. He was interested near a fine Paved Road. He was interested near a fine Table. He was interested near a fine Door. He was interested near a fine Paved Road.

He is a worshipper of Tecak and a worshipper of Tecak.

He is a citizen of The Old Nets. He is a member of The Farm of Hammers. He arrived at Imarust on the 15th of Granite in the year 236.

He is eighty years old, born on the 20th of Malachite in the year 160.

He is skinny. His sideburns are clean-shaven. His medium-length moustache is neatly combed. His very long beard is braided. His hair is clean-shaven. His slightly upturned nose is somewhat broad. His ears are somewhat tall. His hair is burnt sienna. His brown skin is slightly wrinkled. His eyes are slate gray.

He is quick to heal, but he is quite clumsy.

`Bearskie' Adagbomrek likes limestone, gold, plume agate, millstones, large gems, trumpets, alpacas for their resemblance to a miniature llama, pangolins for their overlapping scales and pig tails for their twisting stalks. When possible, he prefers to consume blood amaranth beer. He absolutely detests brown recluse spiders.

He has a sum of patience and willpower, but he has little linguistic ability, very bad analytical abilities, poor creativity, next to no natural musical ability and an atrocious spatial sense.

Like others in his culture, he holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values martial prowess, values leisure time, respects commerce and finds nature somewhat disturbing. He personally disregards tradition and does not respect the law. He dreams of creating a great work of art.

He is completely convinced of his own worthlessness. He doesn't stick with things if even minor difficulties arise. He is very ambitious, always looking for a way to better his situation. He likes to brawl. He tends to ask others for help with difficult decisions. He doesn't handle stress well. He generally finds himself quite hopeful about the future. He is not inherently proud of his talents and accomplishments. He is curious and eager to learn. He has an active imagination. He is quick to anger. He doesn't focus on material goods. He likes to take it easy. He clicks his tongue repeatedly when he's annoyed. He needs alcohol to get through the working day. He likes working outdoors and grumbles only mildly at inclement weather.

A short, sturdy creature fond of drink and industry.

• `Aristotle' Mebzuthostuk, "`Aristotle' Oarsneaks", Philosopher

Spoiler (click to show/hide)

"I finished up some work. I am very satisfied."

He feels satisfied at work. Within the last season, he felt pleasure near his own fine Bed. He felt pleasure near his own fine Cabinet. He was grouchy when caught in the rain. He was horrified after seeing the thrips woman die. He felt pleasure near a fine Table. He felt pleasure near a fine Table. He felt pleasure near a fine Table. He felt pleasure near a fine Seat. He felt pleasure near a fine Table. He felt pleasure near a fine Seat. He felt pleasure near a fine Bed. He felt pleasure near his own fine Door. He felt pleasure near his own very fine Container. He was blissful dining in a legendary dining room. He felt pleasure near a fine Door. He was blissful after sleeping in a great bedroom. He felt pleasure near a fine Seat. He felt pleasure near a fine Paved Road. He felt pleasure near a fine Paved Road. He felt pleasure near a fine Seat. He felt pleasure near a fine Door. He felt pleasure near a fine Seat. He felt pleasure near a fine Door. He felt pleasure near a fine Paved Road. He felt pleasure near a fine Seat. He felt pleasure near a fine Door. He felt pleasure near a fine Paved Road. He felt pleasure near a fine Seat. He felt pleasure near a fine Door. He felt pleasure near a fine Statue. He sometimes feels sad at being separated from a loved one.

He is married to `Medtob' Phantomtongs and has two children: Likot Manorsaves and Shem Puzzlinggems. He is the son of Reg Tradestill and Muthkat Petcrafted.

He is a citizen of The Old Nets. He is a member of The Farm of Hammers. He is a former member of The Canyons of Kindness. He arrived at Imarust on the 10th of Sandstone in the year 236.

He is seventy-three years old, born on the 14th of Slate in the year 167.

He is average in size. His very long sideburns are braided. His very long moustache is neatly combed. His very long beard is arranged in double braids. His hair is clean-shaven. His ears are somewhat short. His nose is slightly hooked. His nose bridge is somewhat concave. His hair is burnt sienna. His cinnamon skin is slightly wrinkled. His eyes are slate gray. He is incredibly tough, agile and quick to heal.

`Aristotle' Mebzuthostuk likes stibnite, sterling silver, prase opal, puffin leather, kenaf plant fiber fabric, the color gold, leather armor, quivers, scepters, llamas for their wool and giant aye-ayes for their interesting fingers. When possible, he prefers to consume kaniwa beer and soft wheat flour. He absolutely detests cave spiders.

He has a great kinesthetic sense, an iron will, a very good sense of empathy and a good memory, but he has meager creativity, very bad analytical abilities, quite poor focus and a poor ability to manage or understand social relationships.

Like others in his culture, he holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values martial prowess, values leisure time, respects commerce and finds nature somewhat disturbing. He personally is completely put off by the idea of friends and finds romance distasteful. He dreams of raising a family, and this dream was realized. He is very polite and observes appropriate rules of decorum when possible. He has great trouble mastering fear when confronted by danger. He rarely looks on others with lust. He is confident under pressure. He tends to be a bit stubborn in changing his mind about things. He tends to hang on to grievances. He tends to be swayed by the emotions of others. He has a greedy streak. He is moved by art and natural beauty, and he is troubled by this since he dislikes the natural world. When he's nervous, he tends to chew on his cheek. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

 Lord Brassroast' Onolnelas, "`Lord Brassroast' Mountainflickered", Mason Spoiler (click to show/hide)

"I was near to my own Bed. I'm very pleased."

She feels pleasure near a fine Seat. She feels pleasure near her own fine Bed. She feels pleasure near her own fine Container. Within the last season, she felt satisfied at work. She was horrified after seeing the goblin Bosa Roughnessmalice die. She felt pleasure near a fine Bed. She felt pleasure near a fine Furnace. She felt pleasure near a fine Table. She felt pleasure near a fine Door. She was annoyed when caught in the rain. She was horrified after seeing the thrips woman die. She didn't feel anything while in conflict. She felt pleasure near her own fine Cabinet. She was horrified after seeing the human Issha Windyvirgins die. She was content after sleeping in a great bedroom. She felt adoration after giving birth to a boy. She was blissful after becoming a parent. She didn't feel anything after seeing a draltha die. She didn't feel anything after seeing a monitor lizard die. She didn't feel anything after seeing a draltha die. She was blissful after a bath. She felt pleasure near a very fine Trap. She felt pleasure near a splendid Paved Road. She felt pleasure near her own fine Container. She felt pleasure near her own fine Door. She felt pleasure near a fine Table. She felt pleasure near a fine Table.

She is married to Zasit Calmwalled and has two children: Ast Plungedrings and Amost Bridgedfenced. She is the daughter of Morul Paintedslick and Kadol Rulerocks.

She is a citizen of The Old Nets. She is a member of The Farm of Hammers. She is a former member of The Bent Wire. She is the former militia captain of The Farm of Hammers. She arrived at Imarust on the 20th of Slate in the year 237.

She is ninety-six years old, born on the 12th of Limestone in the year 144.

She is fat. Her hair is clean-shaven. Her ears are extremely narrow. Her ecru skin is wrinkled. Her slate gray eyes are slightly close-set. Her nose is slightly hooked. Her hair is burnt sienna mixed with gray.

She is susceptible to disease.
`Lord Brassroast' Onolnelas likes bituminous coal, steel, smoky quartz, bilou leather, giant peach-faced lovebird bone, snail shell, the color pale chestnut and cavies for their adorable call. When possible, she prefers to consume cat and spelt beer. She absolutely

detests worms.

She has a natural ability with music, a lot of willpower, a good spatial sense, a good kinesthetic sense and a way with words, but she has meager creativity.

Like others in her culture, she holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, values martial prowess, respects commerce and finds nature somewhat disturbing. She personally finds leisure time wasteful, thinks friendship is important and doesn't really value merrymaking. She dreams of creating a great work of art, and this dream was realized.

She greatly moved by art and natural beauty, and she is troubled by this since she dislikes the natural world. She accepts favors without developing a sense of obligation, preferring to act as the current situation demands. She relies on the advice of others during decision making. She doesn't tend to hold on to grievances. She doesn't mind a little tumult and discord in day-to-day living. She tends to form only tenuous emotional bonds with others. She is a friendly individual. She rarely feels discouraged. She is quite polite. She has a greedy streak. She isn't particularly curious about the world. She is not particularly interested in what others think of her. She is quite comfortable with others that have a different appearance or culture. She winks during conversations. She needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

 `Tonnot' Umstizilral, "`Tonnot' Sizzletreaties", Brewer Spoiler (click to show/hide)

"I finished up some work. I am very satisfied."

He feels satisfied at work. Within the last season, he was interested near a fine Door. He was interested near a fine Table. He was interested near a fine Seat. He was interested near a fine Table. He felt admiration near a completely sublime Well. He was interested near a fine Seat. He was afraid after experiencing trauma. He was horrified after seeing the goblin Bosa Roughnessmalice die. He didn't feel anything while in conflict. He was interested near a fine Paved Road. He was interested near a fine Door. He felt fondness after interacting with a pet. He was interested near a fine Table. He was interested near a completely sublime Well. He was horrified after seeing the thrips woman die. He was grouchy when caught in the rain. He felt tenderness talking with the spouse. He was proud near his own fine Bed. He was interested near a fine Container. He was interested near a fine Seat. He was interested near a fine Paved Road. He was interested near a fine Door. He was interested near a fine Paved Road. He was proud near his own fine Cabinet. He was delighted after eating a truly decadent dish.

He is married to Oddom Glovepages and has three children: Oddom Boardthrow, Stukos Stakegrowl and Kol Salvedangles. He is the son of Kadol Steambasements and Mebzuth Alliedrings. He is a faithful worshipper of Vucar Freeskies.

He is a citizen of The Old Nets. He is a member of The Farm of Hammers. He is a former member of The Wordy Tour. He is a former member of The Barricade of Feet. He arrived at Imarust on the 20th of Slate in the year 237.

He is seventy-nine years old, born on the 17th of Malachite in the year 161.

He is corpulent. His long sideburns are neatly combed. His very long moustache is neatly combed. His very long beard is arranged in double braids. His hair is clean-shaven. His cinnamon skin is wrinkled. His hair is burnt sienna. His eyes are slate gray. He is very agile

`Tonnot' Umstizilral likes marcasite, rose gold, amethyst, giant great horned owl leather, brown recluse spider silk and cats for their aloofness. When possible, he prefers to consume cuttlefish, fisher berry wine and rice flour. He absolutely detests lizards. He has a great musical sense and good intuition, but he has poor focus, a shortage of patience, very bad analytical abilities and a really bad memory.

Like others in his culture, he holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values martial prowess, values leisure time, respects commerce and finds nature somewhat disturbing. He personally finds maintaining decorum a silly, fumbling waste of time, values independence, doesn't respect a society that has settled into harmony without debate and strife and thinks friendship is important. He dreams of creating a great work of art. He is very trusting. He rarely looks on others with lust. He prefers to be alone. He has an overbearing personality. He can occasionally lose focus on the matter at hand. He does not go out of his way to help others. He likes to take it easy. He thinks he is fairly important in the grand scheme of things. He tends to assume the worst of two outcomes will be the one that comes to

pass. He is moved by art and natural beauty, and he is troubled by this since he dislikes the natural world. He prefers that

everyone live as harmoniously as possible, though he is troubled by his own nature as he prefers discord and debate at a more abstract level. He tends to share his own experiences and thoughts with others. He tends to be a little tight with resources when working on projects. He tends not to be swayed by emotional appeals. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 04, 2015, 02:36:07 pm

ooc: This a verbose version. I used dfhack forum-dwarves to capture text descriptions. Undorfed = no 'nickname. 10/06 Changed Mosus->'Angus'

Dramatis Personae (1st Granite, 240)

The Earthen Assaults

 Vortex' Tunlerteth, "`Vortex' Doortangle", militia captain Spoiler (click to show/hide)

"I had a sparring session. How exhilarating!"

She is exhilarated after a sparring session. Within the last season, she was horrified after seeing the thrips woman die. She was dejected when caught in the rain. She didn't feel anything while in conflict. She was afraid after experiencing trauma. She was horrified after seeing a troll die. She didn't feel anything after seeing a elk bird die. She was horrified after seeing the goblin Stasost Witchguilds die. She was blissful after sleeping in a great bedroom. She felt satisfied upon mastering axe. She is married to Rigoth Peaklance and has two children: Fikod Cathandle and Endok Minebound. She is the daughter of Avuz Craftedmazes and Erith Blotgilt. She is a dubious worshipper of Gadoc Tuftmoistened the Spring of Jungles.

She is a citizen of The Old Nets. She is a member of The Farm of Hammers. She is a former member of The Perfect Tools. She is a former member of The Short Quakes. She is the militia captain of The Farm of Hammers. She arrived at Imarust on the 20th of Slate in the year 237.

She is sixty-four years old, born on the 16th of Opal in the year 176.

She is incredibly muscular. Her very long hair is arranged in double braids. Her nose is hooked. She has a broad chin. Her head is somewhat tall. Her ears are somewhat broad. Her hair is burnt sienna. Her skin is burnt umber. Her eyes are slate gray. She is unbelievably strong, basically unbreakable, indefatigable, quite quick to heal and agile, but she is quite susceptible to disease.

`Vortex' Tunlerteth likes chromite, iron, white chalcedony, grey parrot leather, the color orange, dogs for their loyalty and giant hedgehogs for their many spines. When possible, she prefers to consume bull shark and Longland beer. She absolutely detests blood gnats.

She has an astounding feel for the position of her own body, a stunning feel for spatial relationships, unbreakable focus, a very good sense of empathy, very good intuition, a lot of willpower and a good memory.

Like others in her culture, she holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, values martial prowess, values leisure time, respects commerce and finds nature somewhat disturbing. She personally truly values merrymaking and parties and finds romance distasteful. She dreams of creating a great work of art.

She is a perfectionist. She likes a little excitement now and then. She can sometimes act without deliberation. She likes to take it easy. She tends to avoid any physical confrontations, and she works to square this natural tendency with her respect of martial prowess. She often feels discouraged. She often acts with compassion. She is stubborn. She isn't given to flights of fancy. She is often cheerful. She doesn't tend to hold on to grievances. She generally acts with a narrow focus on the current activity. She chews her lips when she's angry. She needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

 Ezum Astanan, "Ezum Sabrenight", Axe Lord <u>Spoiler</u> (click to show/hide)

"I had a sparring session. How pleasurable!"

She feels pleasure after a sparring session. Within the last season, she didn't feel anything while in conflict. She was afraid after experiencing trauma. She was horrified after seeing the goblin Bosa Roughnessmalice die. She was grouchy when caught in the rain. She was horrified after seeing the thrips woman die. She was interested near a fine Door. She was blissful after sleeping in a great bedroom. She was content after eating a wonderful dish. She was delighted after eating a legendary meal. She felt satisfied upon mastering discipline. She felt satisfied upon mastering axe.

She is married to Mebzuth Chuckedpages and has three children: Rovod Channellabored, Lor Axeticks and Geshud Blushworked. She is the daughter of Zon Depthlance and Cerol Abbeynotch.

She is a citizen of The Old Nets. She is a member of The Farm of Hammers. She is a former member of The Molten Lances. She arrived at Imarust on the 25th of Hematite in the year 237.

She is one hundred seventeen years old, born on the 11th of Opal in the year 123.

She is strapped with massive amounts of muscle and lard. Her hair is clean-shaven. Her ears have small lobes. Her slate gray eyes are slightly sunken. Her nose is slightly hooked. Her hair is gray with some burnt sienna. Her skin is cinnamon.

She is unbelievably strong, absolutely inexhaustible, rarely sick, tough and agile, but she is very slow to heal.

Ezum Astanan likes gabbro, bronze, yellow jasper, candlenut wood, fox squirrel tooth, giant armadillo bone, the color aquamarine, helms, socks, coffins, horses for their strength and cave crocodiles for their strength. When possible, she prefers to consume pond turtle, bumblebee mead and durian seeds. She absolutely detests worms.

She has a stunning feel for spatial relationships, an unbreakable will, an astounding feel for the position of her own body, a deep well of patience, a great sense of empathy, great intuition and the ability to focus, but she has poor creativity and a poor ability to manage or understand social relationships.

Like others in her culture, she holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values martial prowess, values leisure time, respects commerce and finds nature somewhat disturbing. She personally sees power over others as something to strive for and sees guile and cunning as indirect and somewhat worthless. She dreams of crafting a masterwork someday.

She is very friendly and always tries to say nice things to others. She dislikes helping others. She is not inherently proud of her talents and accomplishments. She generally finds herself quite hopeful about the future. She has a calm demeanor. She is grateful when others help her out and tries to return favors. She could be considered rude. She tends to be passive in discussions. She tends to hang on to grievances. She tends to be a little wasteful when working on projects. She tends to share her own experiences and thoughts with others. She often feels lustful. She is curious and eager to learn. She tries to keep her things orderly. She can handle stress. She occasionally overindulges. She becomes very rigid when she's angry. When she is nervous, she never allows pauses to occur in conversation. She needs alcohol to get through the working day. She is getting used to tragedy.

A short, sturdy creature fond of drink and industry.

Olon Zonbal, "Olon Helmedtones", Axedwarf

Spoiler (click to show/hide)

"Don't serve anyone blindly. You'll only get into trouble."

Within the last season, she felt pleasure after a sparring session. She was grouchy when caught in the rain. She was afraid after experiencing trauma. She was horrified after seeing a troll die. She felt pleasure near a fine Door. She didn't feel anything while in conflict. She was horrified after seeing the goblin Stasost Witchguilds die. She felt pleasure near a fine Bed. She was blissful after sleeping in a great bedroom.

She is the daughter of Ilral Bowpillar and Kivish Spirechannel. She is an ardent worshipper of Vucar Freeskies.

She is a citizen of The Old Nets. She is a member of The Farm of Hammers. She is a former member of The Lost Armory. She arrived at Imarust on the 21st of Slate in the year 239.

She is seventy-seven years old, born on the 17th of Timber in the year 163.

She is average in size. Her splayed out narrow ears are fuse-lobed. Her lips are very thick. Her hair is straight. Her very short

hair is neatly combed. Her eyebrows are short. Her hair is burnt sienna. Her skin is pale chestnut. Her eyes are slate gray.

Olon Zonbal likes dacite, sterling silver, prase, tiger shark leather, the color blue, backpacks, bracelets, ballista arrows and reindeer for their large herds. When possible, she prefers to consume apricot wine and two-grain wheat flour. She absolutely detests cave spiders.

She has an amazing spatial sense, a deep well of patience, a lot of willpower, a good kinesthetic sense and the ability to focus. Like others in her culture, she holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, finds merrymaking and partying worthwhile activities, values martial prowess, values leisure time, respects commerce and finds nature somewhat disturbing. She personally views loyalty unfavorably and dislikes cooperation. She dreams of crafting a masterwork someday.

She is very ambitious, always looking for a way to better her situation. She is very impolite and inconsiderate of propriety. She is intellectually stubborn, rarely changing her mind during a debate regardless of the merits. She doesn't seek out excitement. She sometimes acts with little determination and confidence. She generally acts with a narrow focus on the current activity. She does not easily fall in love and rarely develops positive sentiments. She is often cheerful. She doesn't handle stress well. She doesn't tend to hold on to grievances. She is a friendly individual. She is not particularly interested in what others think of her. She has an active sense of humor. She is quite comfortable with others that have a different appearance or culture. She has a tendency to consider ideas and abstractions over practical applications. She tends to be a little wasteful when working on projects. She doesn't mind a little tumult and discord in day-to-day living. She finds helping others emotionally rewarding. She occasionally overindulges. She idly chews her lips when she's bored. She quite often tells pointless stories when she's bored. She needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

'Angus' Ingizsezuk, "'Angus' Ceilingslapped", militia captain

Spoiler (click to show/hide)

"I finished up some work. I am very satisfied."

She feels satisfied at work. Within the last season, she didn't feel anything while in conflict. She was grouchy when caught in the rain. She felt pleasure near a fine Table. She felt pleasure near a fine Seat. She felt pleasure near a fine Seat. She was afraid after experiencing trauma. She was horrified after seeing the thrips woman die. She was content after having a wonderful drink. She was blissful dining in a legendary dining room. She felt pleasure near a fine Seat. She felt pleasure near a fine Table. She felt fondness talking with a sibling. She felt pleasure near a fine Paved Road. She felt pleasure near a fine Paved Road. She felt pleasure near her own fine Bed. She felt pleasure near her own fine Cabinet. She felt pleasure near a very fine Paved Road. She felt pleasure near a wonderful Paved Road. She felt pleasure near a splendid Paved Road. She felt pleasure near a fine Table. She felt pleasure near a fine Door. She felt pleasure near a fine Paved Road. She didn't feel anything after seeing a elk bird die. She didn't feel anything after seeing a draltha die. She didn't feel anything after seeing a monitor lizard die. She felt pleasure near her own fine Door. She felt pleasure near a fi

She is the daughter of Goden Syruprun and Libash Merchantbald.

She is a citizen of The Old Nets. She is a member of The Farm of Hammers. She is a former member of The Remarkable Crafts.

She is the militia captain of The Farm of Hammers. She arrived at Imarust on the 20th of Slate in the year 237.

She is one hundred twenty-four years old, born on the 12th of Obsidian in the year 116.

She is corpulent. Her hair is clean-shaven. Her slightly thin-irised slate gray eyes are slightly wide-set. Her hair is gray with flecks of burnt sienna. Her skin is cinnamon.

She is quite durable, agile and rarely sick.

'Angus' Ingizsezuk likes conglomerate, sterling silver, black zircon, capuchin leather, llama wool, quivers and giant tapirs for their floppy noses. When possible, she prefers to consume rice beer and blood amaranth flour. She absolutely detests bats. She has a sharp intellect, but she has poor focus, a meager ability with social relationships, a shortage of patience, an iffy memory and a very bad sense of empathy.

Like others in her culture, she holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values martial prowess, values leisure time, respects commerce and finds nature somewhat disturbing. She personally finds maintaining decorum a silly, fumbling waste of time, finds artwork boring and finds those that deny their impulses somewhat stiff. She dreams of crafting a masterwork someday.

She never acts without prolonged deliberation, even to her own detriment and the harm of those around her. She is sometimes cruel. She is very rarely moved by curiosity. She forms only fleeting and rare emotional bonds with others. She dislikes receiving advice, preferring to keep her own counsel. She often feels envious of others. She doesn't often experience strong cravings or urges, and she is troubled by this because she values such powerful forces in life. She finds helping others emotionally rewarding. She does not have a great aesthetic sensitivity. She is not inherently proud of her talents and accomplishments. She is trusting. She likes to keep things practical, without delving too deeply into the abstract. She tends to avoid crowds. She generally finds herself quite hopeful about the future. She tends to make a small mess with her own possessions. She is rarely happy or enthusiastic, and she is conflicted by this as she values parties and merrymaking in the abstract. She idly chews her lips when she's bored. She becomes very rigid when she's angry. She needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 04, 2015, 03:17:58 pm

ooc: This a verbose version. I used dfhack forum-dwarves to capture text descriptions. Undorfed = no 'nickname. Changed Oddom->'Pyro''

Dramatis Personae (1st Granite, 240)

Neighbood Watch

• `SQman' Muthkattashem, "`SQman' Mansionpull", His Majesty's ace hunter Spoiler (click to show/hide)

"Death... This is truly horrifying."

He is horrified after seeing the goblin Stasost Witchguilds die. Within the last season, he felt satisfied at work. He was interested near a fine Seat. He was interested near a fine Table. He was interested near a fine Table. He was interested near a fine Seat. He was interested near a fine Table. He was horrified after seeing the thrips woman die. He was interested near his own fine Bed. He was interested near his own fine Container. He was interested near a fine Table. He was interested near a fine Paved Road. He was blissful dining in a legendary dining room. He felt tenderness talking with the spouse. He didn't feel anything while in conflict. He was horrified after seeing the goblin Azstrog Stealankles die. He was horrified after seeing the goblin Em Hideseduced die. He was horrified after seeing a goblin die. He was horrified after seeing the human Issha Windyvirgins die. He was annoyed after sleeping in the grass. He was horrified after seeing a troll die. He was interested near a fine Seat. He was interested near a fine Paved Road. He felt fondness talking with a sibling. He was interested near a fine Trade Depot.

He is married to Imush Wheelscarred and has two children: Dastot Tinchanneled and `Ms Gem Cutter' Calledracks. He is the son of Avuz Scaldwound and Datan Gripclasps.

He is a citizen of The Old Nets. He is a member of The Farm of Hammers. He is a former member of The Canyons of Kindness. He is the militia captain of The Farm of Hammers. He is the former militia captain of The Farm of Hammers. He arrived at Imarust on the 25th of Hematite in the year 237.

He is eighty-five years old, born on the 26th of Sandstone in the year 155.

He packs massive amounts of fat on to a small build. His sideburns are clean-shaven. His long moustache is neatly combed. His very long beard is neatly combed. His hair is clean-shaven. His slate gray eyes are narrow. His nose bridge is somewhat concave.

His ears are somewhat broad. His hair is burnt sienna with a touch of gray. His skin is sepia. His nose is somewhat narrow.

`SQman' Muthkattashem likes alabaster, brass, cinnamon grossular, crystal glass, desert tortoise shell, the color pale brown, figurines, buckets and stingrays for their tail spines. When possible, he prefers to consume tomato wine and quinoa flour. He absolutely detests leeches.

He has a meager kinesthetic sense and a lousy intellect.

• Onul Letmosnir, "Onul Cobaltland", Hunter

Spoiler (click to show/hide)

"I ate in a dining room. I'm very content."

He is content dining in a legendary dining room.

He is married to Nil Taxedrings and has two children: Obok Smithsyrups and Stodir Chewedspear. He is the son of Astesh Cityclasp and Nish Wallcrafted.

He is a citizen of The Old Nets. He is a member of The Farm of Hammers. He is a former member of The Roughness of Glazing. He is a former member of The Vigorous City. He is the former militia captain of The Farm of Hammers. He arrived at Imarust on the 10th of Sandstone in the year 236.

He is ninety-six years old, born on the 23rd of Moonstone in the year 144.

He is very muscular. His very long sideburns are braided. His very long moustache is neatly combed. His very long beard is arranged in double braids. His hair is clean-shaven. He has a grating, raspy voice. He has high cheekbones. His nose is extremely narrow. His eyelashes are quite long. His cinnamon skin is wrinkled. His somewhat broad ears are slightly flattened. His hair is burnt sienna with some gray. His eyes are slate gray.

He is indefatigable, very strong, quite durable and rarely sick.

Onul Letmosnir likes cryolite, nickel, milk quartz, crystal glass, kakapo leather, giant adder tooth, helms, anvils and cats for their aloofness. When possible, he prefers to consume giant kestrel, leeks and gutter cruor. He absolutely detests blood gnats. He has an iron will and good creativity, but he has a meager ability with social relationships, an iffy memory, a questionable spatial

sense and little natural inclination toward music.Sazir Kogankalan, "Sazir Boattrails", Bone Carver

Spoiler (click to show/hide)

"I don't like being obligated to anybody."

Within the last season, she felt satisfied at work.

She is married to `Hiddenleafguy' Trustpages and has 8 children: Led Metalabbey, Uzol Smokecanyon, Tholtig Ringseals, Fath Relicappeared, Id Partneraxes, L•r Markurns, Zan Saintlabors and Tosid Inkymatches. She is the daughter of Ezum Glazednets and Uzol Quillclasps.

She is a citizen of The Old Nets. She is a member of The Farm of Hammers. She is a former member of The Trumpet of Carnage.

She is a former member of The Sizzling Quakes. She arrived at Imarust on the 20th of Slate in the year 237.

She is one hundred thirty-four years old, born on the 18th of Obsidian in the year 106.

She is tall and belarded by great hanging sacks of fat. She has an angular chin. Her hair is clean-shaven. Her thin-irised slate gray eyes are wide-set. Her hair is gray with flecks of white. Her skin is cinnamon.

She is clumsy, very flimsy, very weak and really slow to heal.

Sazir Kogankalan likes mica, trifle pewter, moss opal, the color azure, cabinets, scepters, animal traps, cavies for their three toes and large rats for their strength. When possible, she prefers to consume guava wine. She absolutely detests lizards.

She has an amazing memory and great analytical abilities, but she has little linguistic ability and a poor kinesthetic sense.

• Zefon Lolokdomas, "Zefon Graniteguild", Cook

Spoiler (click to show/hide)

"I'm doing well."

Within the last season, he felt satisfied at work.

He is married to Tekkud Calmabbey and has 5 children: Stukos Chancedconstructs, Sibrek Roadphrases, Ast Namedwinds, Rakust Coventombs and Sodel Drunkenarch. He is the son of Zaneg Dwelledfountains and Etur Judgedbolted.

He is a citizen of The Old Nets. He is a member of The Farm of Hammers. He is a former member of The Molten Lances. He is a former member of The Bent Wire. He arrived at Imarust on the 20th of Slate in the year 237.

He is one hundred twenty-six years old, born on the 28th of Obsidian in the year 114.

He is skinny. His very long sideburns are braided. His medium-length moustache is neatly combed. His very long beard is neatly combed. His very long hair is braided. His teeth are gapped. His ears are somewhat narrow. His slightly low eyebrows are quite sparse. His slate gray eyes are slightly sunken. His head is somewhat tall. His hair is gray with a touch of burnt sienna. His skin is dark peach.

He is quick to heal, but he is very flimsy.

Zefon Lolokdomas likes bismuthinite, trifle pewter, precious fire opal, grackle leather, crossbows, helms, traction benches, cavies for their three toes and serpent men for their impressive tails. When possible, he prefers to consume anchovy, cuttlefish and whip wine. He absolutely detests cave spiders.

He has a great ability to focus and a very good feel for social relationships, but he has a questionable spatial sense, bad intuition, a meager kinesthetic sense and very little patience.

Cilob Vucarurol, "Cilob Urncloses", Hunter

Spoiler (click to show/hide)

"I don't understand how somebody can become so obsessed by what somebody else has."

Within the last season, she was content after a bath.

She is married to Dodok Foldedirons and has 9 children: Onul Pulleyflight, Rith Moistenblockades, Fath Razorsoaked, Kubuk Grooveblockades, Bim Minedlights, Dobar Giltcrush, Amost Flankedsilver, Tun Machinefountain and Thækut Crowdpainted. She is the daughter of Kol Orbsdawned and Bembul Arrowbolt.

She is a citizen of The Old Nets. She is a member of The Farm of Hammers. She is a former member of The Lost Armory. She is a former member of The Cloisters of Culmination. She arrived at Imarust on the 20th of Slate in the year 237.

She is one hundred forty-seven years old, born on the 28th of Moonstone in the year 93.

She is skinny. Her hair is crinkly. Her very long hair is neatly combed. Her head is somewhat narrow. Her eyebrows are somewhat high. Her nose is slightly hooked. Her hair is white with flecks of gray. Her skin is burnt umber. Her eyes are slate gray.

She is quite quick to heal, slow to tire, agile and rarely sick, but she is flimsy.

Cilob Vucarurol likes serpentine, fine pewter, white opal, sheep wool, the color dark violet, flasks, water buffalos for their water wallowing, skunks for their foul smell and chicory for their taste. When possible, she prefers to consume molemarian, plum wine, tapir's milk and blood amaranth seeds. She absolutely detests blood gnats.

She has a great sense of empathy, a great ability to focus, a great affinity for language, good creativity and a sum of patience, but she has a meager kinesthetic sense, an iffy sense for music, a large deficit of willpower and a poor memory.

'Pyro' Regmorul, "'Pyro' Glovepages", Furnace Operator

Spoiler (click to show/hide)

"I was near to a Floor Hatch. It's interesting."

She is interested near a fine Floor Hatch. She is interested near a fine Floor Hatch. Within the last season, she felt satisfied at work. She didn't feel anything while in conflict. She was afraid after experiencing trauma. She was horrified after seeing the goblin Bosa Roughnessmalice die.

She is married to `Tonnot' Sizzletreaties and has three children: Oddom Boardthrow, Stukos Stakegrowl and Kol Salvedangles. She is the daughter of Olon Lashurn and Bomrek Glazedcontrol.

She is a citizen of The Old Nets. She is a member of The Farm of Hammers. She is a former member of The Barricade of Feet. She arrived at Imarust on the 20th of Slate in the year 237.

She is eighty-five years old, born on the 11th of Timber in the year 155.

She has a broad body with almost no fat on it. Her slate gray eyes have thin irises. She has an angular chin. Her hair is clean-shaven. Her nose is upturned. Her small-lobed ears are somewhat short. Her hair is burnt sienna with a touch of gray. Her skin is sandy taupe.

She is incredibly quick to heal, rarely sick and tough, but she is very weak.

'Pyro' Regmorul likes granite, gold, topaz, bins and dogs for their loyalty. When possible, she prefers to consume vulture, persimmon wine and olives. She absolutely detests toads.

She has a way with words, a good memory and good intuition, but she has a questionable spatial sense, poor creativity and very bad analytical abilities.

Kogan Áthelgatin, "Kogan Ringpanthers", Weaver

Spoiler (click to show/hide)

"I was near to my own Bed. I'm very pleased."

He feels pleasure near a fine Door.

He is married to Logem Faintedstandard and has two children: Atir Roughnesslenses and Sibrek Gatemoistened. He is the son of Urvad Abbeyelders and Ducim Bravedcity.

He is a citizen of The Old Nets. He is a member of The Farm of Hammers. He is a former member of The Gold of Cradling. He is a former member of The Diamond of Meetings. He arrived at Imarust on the 21st of Slate in the year 239.

He is one hundred four years old, born on the 21st of Obsidian in the year 136.

He is very muscular. His eyes are slate gray. His short sideburns are neatly combed. His very long moustache is neatly combed. His very long beard is arranged in double braids. His hair is clean-shaven. His free-lobed ears are broad. His nose bridge is somewhat concave. His hair is burnt sienna mixed with gray. His skin is ecru.

He is very strong, but he is quite clumsy. Kogan Athelgatin likes kimberlite, platinum, amber opal, giant bushtit tooth, the color dark olive, tables and ballista parts. When possible, he prefers to consume blind cave bear and teff beer. He absolutely detests large roaches.

He has great creativity, a natural ability with music and willpower, but he has a shortage of patience and a meager kinesthetic sense.

Like others in his culture, he holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values martial prowess, values leisure time, respects commerce and finds nature somewhat disturbing. He personally finds introspection to be a waste of time. He dreams of mastering a skill.

He relies on the advice of others during decision making. He is very ambitious, always looking for a way to better his situation. He actively avoids exciting or stressful situations. He enjoys the company of others. He has a tendency toward forming deep emotional bonds with others. He tends to think before acting. He is quick to form negative views about things. He tends to share his own experiences and thoughts with others. He is quite polite. He generally acts with a narrow focus on the current activity. He tends to be a bit stubborn in changing his mind about things. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

As Menguling, "As Lashcrazes", Ranger

Spoiler (click to show/hide)

"Why should I help?"

Within the last season, she didn't feel anything while in conflict. She was afraid after experiencing trauma. She was horrified after seeing the goblin Bosa Roughnessmalice die. She was blissful dining in a legendary dining room. She was interested near a fine Seat. She was interested near a fine Seat. She was interested near a fine Table. She was horrified after seeing the thrips woman die. She was interested near a fine Statue. She was interested near a completely sublime Well. She was interested near a fine Seat. She was interested near a fine Table. She was interested near a fine Seat. She was interested near a fine Table. She was interested near a fine Table. She was interested near a fine Bed. She was interested near a fine Table. She was interested near a fine Paved Road. She was content after a bath. She felt satisfied at work. She was interested near a fine Door. She was interested near a fine Table. She was interested near a splendid Trap. She was interested near a fine Seat. She was interested near a fine Seat. She was horrified after seeing the goblin Azstrog Stealankles die. She was horrified after seeing the goblin Em Hideseduced die. She was horrified after seeing a goblin die. She was horrified after seeing the human Issha Windyvirgins die. She was annoyed after sleeping in the grass. She didn't feel anything after seeing a giant gray langur die. She was interested near a fine Paved Road. She was interested near a fine Statue. She was interested near a fine Door. She felt admiration near a completely sublime Well.

She is the daughter of Litast Prophetlabored and Cog Focusedhame.

She is a citizen of The Old Nets. She is a member of The Farm of Hammers. She is a former member of The Cloisters of Culmination. She arrived at Imarust on the 12th of Sandstone in the year 239.

She is one hundred twenty-five years old, born on the 8th of Obsidian in the year 115.

She is corpulent. Her hair is clean-shaven. She has high cheekbones, and she has a round chin. Her somewhat narrow ears are splayed out. Her slate gray eyes are sunken. Her hair is gray with flecks of burnt sienna. Her skin is cinnamon. She is incredibly tough, but she is weak and very slow to heal.

As Menguling likes siltstone, bismuth, green diamond, desert lime wood wood, kenaf plant fiber fabric, crossbows, millstones, crowns, flutes and bogeymen for their terror-inspiring antics. When possible, she prefers to consume kangaroo cheese and mead. She absolutely detests flies.

She has a great feel for social relationships, great intuition, a sharp intellect and a good spatial sense, but she has poor creativity and a poor memory.

Like others in her culture, she holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values martial prowess, values leisure time, respects commerce and finds nature somewhat disturbing. She personally values eloquence and finds introspection to be a waste of time. She dreams of crafting a masterwork someday.

She is completely closed-minded and never changes her mind after forming an initial idea. She does not go out of her way to help others. She is trusting. She rarely feels discouraged. She finds obligations confining, though she is conflicted by this for more than one reason. She tends to be a little wasteful when working on projects. She is somewhat fearful in the face of imminent danger. She prefers to present herself modestly. She is not particularly interested in what others think of her. She tends to ask others for help with difficult decisions. She is moved by art and natural beauty, and she is troubled by this since she dislikes the natural world. She tends to avoid any physical confrontations, and she works to square this natural tendency with her respect of martial prowess. She generally acts impartially and is rarely moved to mercy. She tends to stretch her body when she's thinking. Her hands move frantically when she's trying to remember something. She needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

Likot Moruldustik, "Likot Pagedboars", Bone Carver

Spoiler (click to show/hide)

"Everything's good."

Within the last season, she felt pleasure near a fine Seat. She was grouchy when caught in the rain. She felt pleasure near her own fine Bed. She was afraid after experiencing trauma. She was horrified after seeing the thrips woman die. She felt pleasure near a fine Seat. S She felt pleasure near a fine Seat. S S She felt pleasure near a fine Seat. She felt pleasure near a completely sublime Well. She felt pleasure near a fine Statue. She felt pleasure near a fine Seat. She was blissful dining in a legendary dining room. S She felt satisfied at work. She was blissful after sleeping in a great bedroom. She was content after a bath. S She felt pleasure near a fine Cabinet. She felt pleasure near a fine Bed. She was horrified after seeing a troll die. She didn't feel anything after seeing a draltha die. She felt pleasure near a fine Seat. She felt satisfied after receiving water.

She is the daughter of Sodel Mosspaddles and Lorbam Breedsalve. She is an ardent worshipper of Vucar Freeskies.

She is a citizen of The Old Nets. She is a member of The Farm of Hammers. She is a former member of The Healing Seals. She arrived at Imarust on the 21st of Slate in the year 239.

She is seventy-eight years old, born on the 4th of Malachite in the year 162.

She is skinny. Her nose is incredibly upturned. She has a very narrow chin. Her hair is clean-shaven. Her ears are somewhat narrow. Her slate gray eyes are slightly sunken. Her hair is burnt sienna. Her skin is pale brown.

She is guick to heal, but she is clumsy and very flimsy.

Likot Moruldustik likes galena, gold, white jade, narwhal leather, the color orange, barrels, rabbits for their ability to burrow and flying squirrels for their gliding. When possible, she prefers to consume shortfin mako shark and barley wine. She absolutely detests worms.

She has a very good sense of the position of her own body, a natural ability with music, good creativity and a way with words, but she has a questionable spatial sense and poor analytical abilities.

Like others in her culture, she holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, greatly prizes loyalty, values family greatly, believes that honesty is a high ideal, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, values martial prowess, values leisure time, respects commerce and finds nature somewhat disturbing. She personally finds friendship burdensome, respects the law, doesn't really value merrymaking and doesn't care about art one way or another. She dreams of mastering a skill.

She often neglects her own wellbeing, having no interest in material goods. She has a strong sense of duty. She is somewhat scatterbrained. She doesn't mind a little tumult and discord in day-to-day living. She has a calm demeanor. She likes to brawl. She does not have a great aesthetic sensitivity. She isn't particularly ambitious. She needs alcohol to get through the working day.

Alath Ardeskonos, "Alath Authorbrass", Leatherworker Spoiler (click to show/hide)

"I could do without all of those creatures and tangled greenery."

Within the last season, she felt pleasure near a fine Furnace. She was exasperated when caught in the rain. She didn't feel anything while in conflict. She felt pleasure near a fine Seat. She was horrified after seeing the thrips woman die. She felt pleasure near a completely sublime Well. She felt pleasure near a fine Statue. She felt pleasure near a fine Seat. She felt pleasure near a fine Table. She felt pleasure near a fine Seat. She felt pleasure near a fine Door. She felt pleasure near her own fine Cabinet. She felt pleasure near her own fine Bed. She felt pleasure near a fine Container. She felt pleasure near a fine Bed. She felt pleasure near a fine Table. She felt pleasure near a fine Table. She felt pleasure near a fine Door. She felt pleasure near a fine Table. She felt pleasure near a fine Seat. She felt pleasure near a fine Table. She felt pleasure near a fine Bed. She felt pleasure near a fine Door. She felt pleasure near a fine Paved Road. She was horrified after seeing the goblin Azstrog Stealankles die. She was blissful dining in a legendary dining room. She felt pleasure near a completely sublime Well. She felt pleasure near a splendid Paved Road. She felt pleasure near a fine Door. She was blissful after sleeping in a great bedroom. She felt satisfied at work. She felt pleasure near a fine Table.

She is married to Kumil Archtreaty. She is the daughter of Ustuth Flagentrance and Urdim Fenceshaken.

She is a citizen of The Old Nets. She is a member of The Farm of Hammers. She is a former member of The Sizzling Quakes. She arrived at Imarust on the 21st of Slate in the year 239.

She is eighty-seven years old, born on the 20th of Sandstone in the year 153.

She is skinny. Her eyes are slate gray. She has a very round chin. Her slightly hooked nose is broad. Her ears are slightly flattened. Her burnt umber skin is slightly wrinkled. Her hair is burnt sienna with flecks of gray. Her medium-length hair is braided.

She is quick to heal and tough, but she is quite susceptible to disease.

Alath Ardeskonos likes rhyolite, rose gold, indigo tourmaline, grackle leather, gems, crossbows, ballista arrows and geese for their formation flying. When possible, she prefers to consume water buffalo cheese and kaniwa beer. She absolutely detests moon snails.

She has a great sense of empathy and a good feel for social relationships, but she has a meager kinesthetic sense, bad intuition, an iffy memory, little linguistic ability, quite poor focus and very bad analytical abilities.

Like others in her culture, she holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, values cooperation, finds merrymaking and partying worthwhile activities, values martial prowess, values leisure time, respects commerce and finds nature somewhat disturbing. She personally sees freedom and independence as completely worthless, sees life as unfair and doesn't mind it that way and respects perseverance. She dreams of raising a family.

She never envies others their status, situation or possessions. She is not particularly interested in what others think of her. She prefers that everyone live as harmoniously as possible. She generally acts with a narrow focus on the current activity. She tends to be swayed by the emotions of others. She is generally quite confident of her abilities when undertaking specific ventures. She is quick to anger. She needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on October 04, 2015, 06:34:08 pm

Dramatis Personae (1st Granite, 240)

Goblin Scout Squad

- 'Bax' Bax Urarotak, Goblin Spearman, Squad Leader
- 'Bub' Stosbub Smunstugoslust, Goblin Recruit
- 'Zom' Zom Ngokangolang, Goblin Recruit
- 'Utes' Utes Ozudsmumu, Goblin Recruit
- 'Tode' Tode Zomunes, Goblin Axeman
- 'Atuk' Atu Kodolngo, Goblin Recruit

Goblin Assault, 1st Squad

- 'Bosa' Bosa Musnguslu, Goblin Crossbowman
- 'Nako' Nako Urarrosp, Goblin Spearman
- 'Az' Azstrog Uslotsnamoz, Goblin Bowman
- 'Kuts' Stasosts Kutsmobnokast, Goblin Crossbowman

Goblin Assault, 2nd Squad

- 'Osta' Osta Ngoslunarar, Goblin Pikeman
- 'Amxy' Amxy Osousbu, Goblin Maceman
- 'Snang' Snang Ngasmauksos, Goblin Pikeman
- 'Stabby' Stasost Bosaomo, Goblin Pikeman

Goblin Assault, 3rd Squad

- 'Hams' Bosa Olngoang, Goblin Hammerman
- 'Phas' Bosa Basnungxusphas, Goblin Recruit
- 'Usbu' Usbu Omagngom, Goblin Axeman
- 'Mob' Kutsmob Slazstodno, Goblin Crossbowman

Goblin Regular, 1st Infantry

- 'Osnun' Osnun Uksossnodub, Goblin Bowman
- 'Gas' Xuspgas Ugsnormato, Goblin Crossbowman
- 'Mac' Nako Aturemzu, Goblin Maceman
- 'Ngoso' Ngoso Rudngom, Goblin Axeman

Goblin Regular, 2nd Infantry

- 'Stozu' Stozu Utessnumno, Goblin Pikeman
- 'Aslot' 'Aslot Omosponga, Goblin Lasher
- 'Z-axe' Zolak Atusmur, Goblin Axeman
- Snodub' Snodub Zogastsstosbub, Goblin Hammerman

Goblin Regular, 3rd Infantry

- 'Damsu' Bax Axodamsu, Goblin Pikeman
- 'Usbud' Utes Usbudusmud, Goblin Maceman
- 'Stas' Stasost Ostaat, Goblin Recruit

Troll Shock Troop, 1st Pack

- 'Zolak' Zolak, Troll Pack Leader
- 'Dos' Dosntgosp, Troll
- 'Nom' Ngom, Troll

- 'Uslu' Ngnuslu, Troll
- 'Stro' Strodno, Troll
- 'Ogg' Olngo, Troll

Goblin Reserves

- Bax Ugsnornako, Goblin Axeman
- Tode Ngebzolosno, Goblin Swordsman
- Stasost Uteskok, Goblin Bowman
- Tode Smunstuslongus, Goblin Lasher
- Stasost Kutsmobnokast, Goblin Crossbowman
- Snang Osnolkutsmob, Goblin Crossbowman
- Bosa Azstrognung, Goblin Lasher
- Xuspgas Osputnguslu, Goblin Axeman
- Nguslu Kutsmobtaslor, Goblin Crossbowman
- Damsto Spalusong, Goblin Spearman
- Gorzu Spezsnang, Goblin Bowman
- Atu Osmospngordax., Goblin Recruit

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 04, 2015, 06:50:23 pm

Chapter 8 (First Blood)

Alath of Watch calmly relayed, "I counted 40 goblins coming from the north west. A pack of 6 trolls strides along. One of the goblin scouts has been captured in the cage trap."

Taupe bellowed, "pull the lever!" and points to Likot of Watch, "to the hall, emphasize 'do it now' to whomever remains sober. I want that lever pulled now."

It's only discipline that Shafts remain on station rather than charging the incoming squad of goblins.

One, two, three of the green creatures are on the bridge already.

Taupe, "Let them come in within the walls. Earthen, hold this CLG position. Watch prepare to move to Butcher building on my command. Shaft, march to Boneyard."

--

"Ahhrewww," cried Tode who is trapped in a wooden cage that blended between trees. "No! No leave," he pleaded, "I join raid, I join glory," to no effect for he is left behind by the scouting party.

"Halt," commanded Bax but the lack of discipline with the three recruits is lost to the promise of bloodshed. Instead of slowing down in caution, eyeing suspiciously the long slab of stone spanning the murky moat, Utes overtook his point position.

With little choice, he hesitantly followed to his dismay. Bub also tried to overtake him on the narrow bridge. Bax stepped on Bub's left foot and they almost tangled over. In that moment, stone grinding noise filled his ear as the bridge start moving to retract beneath the earth.

Zom's momentum from behind will lead to an eventual crash on to Bax and Bub, unless she does something athletic... Zom used Bub's foot to step up, and Bax's shoulder to vault over them and ahead. It would have been an impressive feat if not for the bridge disappearing.

Splash! Some faint cheering can be heard beyond the walls.

Bax glimpsed Utes making it across before tumbling onto the submerged loamy upright slope. His spear tip poked his left eye, leaving it mangled beyond recognition.

Bub fell in the murky water with a bruised left foot.

Zom, having hang time momentum shifted midair into a perfect swan dive and floated in the middle moat, unhurt.

--

And splash! The bridges of Breadbowl retracted to the jovial cheer, of a mechanic? Medtob 'Tick Slayer,' mechanic and VIP citizen with baby Lusle is by the Butcher building with some other citizens observing out here.

Taupe orders, "Sanctume, escort these fine citizens to Safe Indoors."

Mason Lord Brassroast, and Brewer Tonnot are among the citizens being escorted.

Taupe orders, "SQman, see to it that Philosopher Aristotle in the farm also go Safe Indoors."

SQman runs north and talked to Aristotle and some time later, Aristotle starts following Sanctume to the hall with the others.

--

Of the four goblins leading the scouting party, Utes is the first to step on the road inside Breadbowl. She howls a war cry, "Araaguyyy," unobserved that she is alone.

While Shafts are waiting for a clearer battlefield, Utes followed the wall curving north.

Taupe orders to move Shafts north and intercept Utes; and to avoid line of sight of the west bridge at all cost.

But Utes is quite fast and rushed onto the Boneyard where a stray puppy is busy chewing on boar bones.

Cackling in glee, Utes charges, and shakes the puppy violently, and punches it in the head collapsing its skull. Utes began bathing in puppy blood, moaning in contentment.

Kubuk who is amazingly agile, traverses through the Butcher doors and approach from the blindside of Utes. Kubuk executes "Cat on Hot Sand" sword form, punching the right lower leg bruising it to distraction and followed up with a slash to the left lower leg to gash opened an artery!

"How fragile we are... begone fear," screamed Utes striking Kubuk.

Kubuk does a "Cutting the Clouds" with block and follow up counter with upper slash on the right upper arm. The resulting mayhem is another opened artery, many nerves severed and tendons torn.

"Death... This is truly horrifying," says Kubuk as she stabs her iron short sword through Ute's skull. FIRST BLOOD!

The immediate area is clear.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on October 04, 2015, 10:55:05 pm

ooc: edit 10/05: Added "Chapter 9 Siege Unit Report."

Chapter 9 (Sword Form)

Shafts station at Boneyard, Earthen remain outside CLG (Clothing & Leather Guild). Activate Outside In-Wall Burrow, and get this fortification built on top of CLG.

--

Back in the hall, the duke spills beer and slurring "pull the lever."

To the merrymen of the crowd, everyone follows suit and chants, "pull, pull, pull..."

--

Atuk who was lagging behind for a member of the scouting party witness Zom dive in the moat. Atuk waded in and swim across the moat, and climbs up the gaping entrance.

Taupe points at Atuk who ducks in the murky pools in the southwest, "he is near the bridge gap, so rushing him would expose anyone to goblin archers. Wait him out."

Atuk manages to sneak further south of the CLG and strikes at Axeman Olon of Earthen who blocked. This ruckus scared the construction workers, and scattered about fleeing.

Olon hacks Atuk's left upper arm. Captain Vortex hacks the left shoulder, lodging her iron battle axe in the wound.

Atuk flees up the ramp on top of CLG.

Marksdwarf Kogan shoots Atuk in the right lower arm with a silver bolt, "Our time in The Dimension of Visions is so brief... This does not scare me."

Olon gave chase and decapitates Atuk's head with her iron battle, "Gruesome wounds! Begone fear!"

Captain Vortex, "Can it all end so quickly? Begone fear!

--

Back in the hall, Hiddenleafguy was swayed at the chanting, and pulls the lever repeatedly in tune to "OI' Miners Find." "hi-ho, hi-ho, ..."

__

"No! Retract that bridge now," bellowed Taupe.

--

Nako is on point of diamond formation, spear glistening forward.

Bosa and Kuts flank each side with crossbows.

Az completes the rear with his bow.

The bridge retracts and the goblin assault squad crosses unchallenged and unscathed. They immediately ducked into the murky pools.

--

Taupe ordered, "Cancel Outside In-Wall burrow. We..."

Time slowed enough to observe the last drops of Ute's blood, the slayer of puppy, drips off the iron short sword. As if it was a signal, the last twitch of the puppy's life jolted Kubuk free.

"Nooooo," mouthed Taupe as Kubuk does "The Boar Rushes Down the Mountain" towards the murky pool. Silver bolts and arrows alike spews out of the ditch, all missing.

"Come back here Kubuk," ordered Taupe, but then hand signals to the rest of the squad.

Nako with spear surfaced up. Bosa crawls up awkwardly and loading a bolt.

Az mutters below the murky pool, "Has the tide turned? I must press on!" Az jumps out of the ditch and quickly shoots his bow.

The lone Kubuk charging, ducks below the silver arrow from Az.

Nako lunges the spear for a head shot and missed.

Kubuk dodges another silver arrow from Az.

"Plucking the Low-Hanging Apple" sweeps low that mangled Nako's right root.

Nako says, "Those injuries... Begone fear" as he falls over.

As if retreating, Kubuk continues to dodge flying iron bolts, copper bolts, and silver arrows.

"Heron Wading in the Rushes" surprised and knocked over Bosa as Kubuk charges with ferocity and connecting a shield bash to Bosa's left lower leg.

Taupe, Tekkud, Fairybrow and Sanctume follow behind Kubuk's wake. "Watch move to Boneyard, Earthen stay as reserve," ordered Taupe.

Nako's spear strike is blocked. The "Viper Flicks Its Tongue" stabs the left elbow causing the iron sword to lodge in the wound. Ligament and tendon torn, Nako loses hold of his iron shield and gives into pain.

Bosa stands up but was shield bashed on the left lower leg, "I've been wounded. It's annoying" and fails to reload iron bolt.

Kubuk shield bashes the head of Bosa, but wood is deflected by the copper helm.

Kuts shoots a copper bolt that missed. "Threading the Needlle" slashed through Kuts' kidney, and shield bash broke bone to his right lower arm. Kuts gives in to pain despite the repeated shield bashes to the head are deflected by copper helmet.

The grinding noise of the retracting bridge finally stopped giving no more easy path for the invaders to come in.



<u>Spoiler: Chapter 9 Siege Unit Report</u> (click to show/hide)

Goblin Scout Squad

- 'Bax' Bax Urarotak, Goblin Spearman (sighted in moat)
- 'Bub' Stosbub Smunstugoslust, Goblin Recruit (sighted in moat)
- 'Zom' Zom Ngokangolang, Goblin Recruit (sighted in moat)
- 'Utes' Utes Ozudsmumu, Goblin Recruit (killed by Kubuk, iron short sword through skull)
- 'Tode' Tode Zomunes, Goblin Axeman (captured in cage trap)
- 'Atuk' Atu Kodolngo, Goblin Recruit (killed by Olon of Earthen, iron battle axe decapitate head)

Goblin Assault, 1st Squad

- 'Bosa' Bosa Musnguslu, Goblin Crossbowman (vs Kubuk, bashed left lower leg)
- 'Nako' Nako Urarrosp, Goblin Spearman (vs Kubuk, right foot gone)
- 'Az' Azstrog Uslotsnamoz, Goblin Bowman (shooting, uninjured)
- 'Kuts' Stasosts Kutsmobnokast, Goblin Crossbowman (vs Kubuk, kidney slashed)

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on October 05, 2015, 04:23:25 am

Damn it Kubuk. There's always one that's gotta be a hero, isn't there?

Now offering 5:1 odds on Kubuk's survival. All betting in imaginary internet points. Any takers?

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on October 05, 2015, 04:25:34 am

This be some XCOM-level strategy going on here.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 05, 2015, 09:15:54 am

Quote from: Bearskie on October 05, 2015, 04:25:34 am

This be some XCOM-level strategy going on here.

You got me! My 1500+ hours in xcom is maybe only half as much of my DF play time. And since XCOM2 is delayed, more time for DF.

The sword forms is a cheesy take of Robert Jordan's Wheel of Time. It's a nice tool to enhance descriptions of fights. There's a website that lists them, so I chose what sounds like it can fit. I did not take the time to research if my chosen form matches the action.

Ohh, there's betting. I haven't been back to Las Vegas. It would be a good betting pool, or forum poll?

Although I posted a question something about, "what is the death rate?" It does not mean, there was death in the Breadbowl side, does it?

or does it?

Suggested Poll ending on Friday perhaps? I left will be taking off work early Friday, so I will have time to finish writing my siege notes. Any casualty in Breadbowl's Spring Siege of 240?

- a. Zero.
- b. The Shafts of Fortifying
- c. The Earthen Assaults
- d. Neighborhood Watch e. Civilian
- g. Military Selection of b, c, or d
- f. Buffet Selection of b, c, d, or e

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 05, 2015, 12:20:37 pm

I updated the concise version of the Dramatis Personae (http://www.bay12forums.com/smf/index.php?topic=152568.msg6536376#msg6536376)

Now is a good time to get Dwarfed or Re-Dwarf before I post the next siege results.

No one died as of yet of my posting, so any of you dear readers are welcome to place your bets and pick a Dwarf of Breadbowl!

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Taupe on October 05, 2015, 12:47:51 pm

Really loving the siege updates. Thats some great details and strategy. Keep em coming!

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 05, 2015, 02:10:12 pm

Quote from: Taupe on October 05, 2015, 12:47:51 pm

Really loving the siege updates. Thats some great details and strategy. Keep em coming!

Great to hear. I finished the draft for Chapter 10 and 11. Going to wait until tonight. I hope Quasar puts the poll. This is going to be fun (note the lack of!)

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on October 05, 2015, 08:44:59 pm

Honestly, considering your profile pic looks suspiciously like George RR Martin, I'll have to say that nobody is safe.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 05, 2015, 09:34:33 pm

Quote from: Bearskie on October 05, 2015, 08:44:59 pm

Honestly, considering your profile pic looks suspiciously like George RR Martin, I'll have to say that nobody is safe.

Wow, I did not see that resemblance. I crop that profile pick from a Snow White and the Seven Dwarves image. That's Happy right there, honest! :)

p.s. I updated Chapter 9, adding Siege Unit Report spoiler list at the end for easier summary tracking rather than update the goblin dramatis personae. I hope it works out better.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 05, 2015, 11:23:33 pm

Chapter 10 (Goblin Assault, 2nd Squad)

Goblin Assault, 2nd Squad

- 'Osta' Osta Ngoslunarar, Goblin Pikeman
- 'Amxy' Amxy Osousbu, Goblin Maceman
- 'Snang' Snang Ngasmauksos, Goblin Pikeman

Osta climbs out of the moat, silver pike forward and runs toward Kubuk.

Kubuk shifted focus on Osta and ducks below the pike, shield bashes the left foot and punching the left calf that result in bruises.

Amxy and Snang emerges from the moat, now flanking Kubuk.

Amxy prepares a silver flail swing on Kubuk's head.

Kubuk right uppercuts Osta in the mouth, knocking teeth and retarding Amxy's aim.

Kubuk shifted position as Amxy misses.

Kubuk suddenly body checks Osta against Amxy knocking them both over. As Osta stood up, Kubuk's new shiny iron boots engraved with "swoosh" kicks onto Osta's cheek making gore out of her tongue.

Kubuk regains hold of her iron short sword and continues to punish Osta, "Ribbon in the Air" slashes on the left quads, a punch on the right foot, then a slash on the right calf.

Osta lost all her troll fur socks and shoes, "This leaves me shaken."

Most of Earthen disregard Taupe's command and join the battle, thinning the reserves.

Angus jumps down from the unfinished fortifications of the CLG and reveals her arrival with her bismuth bronze battle axe slicing off Osta's left hand, "the glove is now off, literally."

Captain Vortex runs up dodging a silver arrow from Az and continues west.

Vortex engages Amxy with a stunning haymaker in the head despite the copper helm.

Amxy's wild mace strike is deftly parried by Vortex with her iron battle axe. Vortex countered with check hook to the gut. Amxy looks sick and vomits.

Giving no quarter, Vortex charges Amxy knocking her backwards closer to the moat and strikes the upper lip with the pommel of the iron battle axe. Amxy's upper lip is mangled beyond recognition.

Snang's iron pike dangerously engages both Kubuk and Angus, but misses.

Angus kept her focus on Osta with a hack on the left lower arm above the already missing left hand, and then chops into the right upper leg lodging the axe firmly on the wound.

Kubuk rolls away from Snang and closes in on Osta, "Low Wind Rising" slashes the right upper arm, tearing apart muscle, opening artery and severing motor nerve. The iron sword lodged firmly in the wound as Osta drops the silver pike.

Kubuk pulls on the embedded iron short sword and slashes the lower body, spilling Osta's guts.

--

Vortex disarms the silver flail off Amxy and scratching the left hand.

Vortex charged Amxy again knocking her back closer now to the moat.

As Amxy teeter from the moat's edge, Vortex executes a two-handed lumberjack swing as if felling a tree aimed at Amxy's lower body.

Amxu gives into pain as her pancreas tore apart.

--

Snang, still unhurt continues to attack both Kubuk and Angus, and strikes again at Angus but is blocked.

Kubuk stabs the left foot cutting off a toe. Angus cuts off Snang's left hand, and another glove is off. Angus next cut off the left foot, along with troll fur sock and rat leather shoe.

Kubuk slashes the lower front teeth and Snang falls over. Kubuk jumps and slams his right boot on Snang's left upper leg, jamming the bone through the left hip and shattering the left hips bone. BRUTALITY!!

Spoiler: Chapter 10 Siege Unit Report (click to show/hide)

Goblin Scout Squad

- 'Bax' Bax Urarotak, Goblin Spearman (sighted in moat)
- 'Bub' Stosbub Smunstugoslust, Goblin Recruit (sighted in moat)
- 'Zom' Zom Ngokangolang, Goblin Recruit (sighted in moat)
- 'Utes' Utes Ozudsmumu, Goblin Recruit (killed by Kubuk, iron short sword through skull)
- 'Tode' Tode Zomunes, Goblin Axeman (captured in cage trap)
- 'Atuk' Atu Kodolngo, Goblin Recruit (killed by Olon of Earthen, iron battle axe decapitate head)

Goblin Assault, 1st Squad

- 'Bosa' Bosa Musnguslu, Goblin Crossbowman (vs Kubuk, bashed left lower leg)
- 'Nako' Nako Urarrosp, Goblin Spearman (vs Kubuk, right foot gone)
- 'Az' Azstrog Uslotsnamoz, Goblin Bowman (shooting, uninjured)
- 'Kuts' Stasosts Kutsmobnokast, Goblin Crossbowman (vs Kubuk, kidney slashed)

Goblin Assault, 2nd Squad

- 'Osta' Osta Ngoslunarar, Goblin Pikeman (killed by Kubuk, iron short sword spills guts)
- 'Amxy' Amxy Osousbu, Goblin Maceman (killed by Vortex, iron battle axe tore apart pancreas)
- 'Snang' Snang Ngasmauksos, Goblin Pikeman (vs Kubuk and Angus, shattered left hips bone)

ooc: 10/06 Changed Mosus-Angus

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Taupe on October 05, 2015, 11:42:08 pm

"Armokdamnit, people, we've been drilling the defence of this settlement for *three years* now, how can you not follow basic instructions? Captain Vortex, deal with this skirmish and return the Earthens to their position!"

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: PyroTechno on October 06, 2015, 12:59:50 am

Could I be dwarfed as Pyro the Furnace Operator?

Why does a farming community have a Furnace Operator, you ask?

GOOD QUESTION.

I might take a turn if real life doesn't decide that all available time for DF must be destroyed by any and all methods at its disposal... again.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 06, 2015, 01:14:34 am

Quote from: PyroTechno on October 06, 2015, 12:59:50 am

Could I be dwarfed as Pyro the Furnace Operator?

Why does a farming community have a Furnace Operator, you ask?

GOOD QUESTION.

I might take a turn if real life doesn't decide that all available time for DF must be destroyed by any and all methods at its disposal... again.

Oddom Regmorul, "Oddom Glovepages", Furnace Operator is now 'Pyro' Regmorul, "'Pyro' Glovepages", Furnace Operator.

I updated only the Dramatis Personae while it's still fresh in my mind.

We're allowed to dig for metals. We are only mandated to "not" plant underground plants nor gather them and make meals and drink out of them.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 06, 2015, 01:41:43 am

Breadbowl Ch. 11 (Dance of Dragons)

Goblin Assault, 1st Squad

- 'Bosa' Bosa Musnguslu, Goblin Crossbowman (vs Kubuk, bashed left lower leg)
- 'Nako' Nako Urarrosp, Goblin Spearman (vs Kubuk, right foot gone)
- 'Az' Azstrog Uslotsnamoz, Goblin Bowman (shooting, uninjured)
- 'Kuts' Stasosts Kutsmobnokast, Goblin Crossbowman (vs Kubuk, kidney slashed)

Goblin Assault, 2nd Squad

- 'Snang' Snang Ngasmauksos, Goblin Pikeman (vs Kubuk and Angus, shattered left hips bone)
- 'Stabby' Stasost Bosaomo, Goblin Pikeman

Troll Shock Troop, 1st Pack

- 'Zolak' Zolak, Troll Pack Leader
- 'Dos' Dosntgosp, Troll

- 'Nom' Ngom, Troll
- 'Uslu' Ngnuslu, Troll
- 'Stro' Strodno, Troll
- 'Ogg' Olngo, Troll

Earlier that week before the siege of Breadbowl.

Zolak is the pack leader of the shock troop travelling eastward, and north of the raiding parties.

Zolak demonstrates "charge" upon a herd of wild boars who scatter throughout the forest edge.

Dos, Nom, Uslu, Stro and Ogg are about to follow Zolak when the horn blows indicating that the fortress is in sight. The march turns southeast and the pace speeds up, and they follow.

Zolak charges a wild bunny next but it is fast and disappears in a hole.

Zolak grew hungry and drank water from the nearby murky moat.

Zolak wades in the moat when he hears the horn blow.

--

Present time at West Bridge.

Most of the Goblin Assault, 1st Squad is out of the immediate danger, but not yet dead.

Commander Taupe arrives and stabs Kuts in the head with her iron spear, tearing the brain through the copper helm.

Taupe bellows, "Armokdamnit, people, we've been drilling the defence of this settlement for three years now, how can you not follow basic instructions? Captain Vortex, deal with this skirmish and return the Earthens to their position!"

Olon of Earthen hacks Bosa in the head with the iron battle axe but the iron helm deflects it.

Fairybrow hacks Bosa in the head with his iron battle axe but the attack is deflected by the iron helm.

Vortex moves to Nako and hacks the head with her iron battle axe.

Vortex continues to hacks Nako in the head with her iron battle axe, causing some bruising or deflected by the iron copper helm.

Tekkud stabs Az in the left foot with her bronze spear, shattering the ankle bone and lodging the spear firmly in the wound. Az falls over and gives in to pain.

Angus hacks Snang in the head with the iron battle axe but the iron helm deflects it.

Taupe feels like pulling his beard off from the frustrating cacophony of metal hitting metal helm to the tune of "hi-hi, hi-ho..."

Taupe bellows louder, "Come on people, clear this area fast and step back from the moat and line of fire. Those bolts and arrow can be lucky and poke yer eyes, or worse!"

__

As if summoned by the Commander's bellows, Stabby emerges from the moat, silver pike gleaming.

Stabby is a large broad shouldered goblin. It is rumored that he is fathered by a troll.

Stabby declares, "Stabby here. Stabby claims this all!"

Stabby charges Vortex knocking her backwards.

Stabby then charges Taupe knocking him backwards too.

Stabby proudly declares, "Zolak teach Stabby `charge!'"

Stabby strikes at Vortex but the shot was blocked. Vortex counters with a hack on the left foot tearing the left ankle and the iron battle axe lodged in the wound.

Stabby falls over and stabs Vortex in the right hand, but the iron gauntlet deflected the silver pike.

Taupe gives Stabby "a demonstration of stab" with his iron spear piercing the left leg, fracturing the bone.

--

Sanctume runs hard from the hall making sure the lever pulling fiasco is stopped. Upon reaching the west bridge, Alaknikot, The Ace of Actions, a silver mace feels warm and glows dimly because Blood is power.

The phenomenon "Defender of the Ancients and Dance of Dragons" begins as the silver mace bashes Stabby in the tongue. Alaknikot tasted blood and it feels hot and glows brighter.

The tongue bashing hits true for it caves in the left cheeks and follows through pulping Stabby's brain within the skull. FIRST BLOOD!!

Our macedwarf, dragon dancer extra-ordinaire, leaps between Olon and Fairybrow, and delivers Bosa a crushing blow to the side of his head, iron helm sails in an arc. Olon swings from the left, and Fairybrow from the right; their iron battle axes met at the base of Bosa's neck. Metal sparks and a head rolls. KILLING SPREE!! (DOUBLE KILL!!)

The graceful movement continues with pirouette to Vortex. They performed shadow synchronize movements where Sanctume's silver mace cracks open the copper helm and followed by Vortex's iron battle axe through the crack and splitting Nako's skull in two. DOMINATING!! (TRIPLE KILL!!)

Tekkud's spear lodges in Az's iron helm. Sanctume floats near and bows. Tekkud curtseys. Sanctume taps the silver mace on Tekkud's spear that punctures through the Az's iron helm and tears the brain. MEGA KILL!! (ULTRA KILL!!)

Angus is still doing the "hi-ho" beat on Snang's iron helm when Sanctume glides near and in one fluid motion, batted away the front guard of the iron helm. Angus chops down with her iron battle axe cutting through nose, jaw, skull and neck. UNSTOPPABLE!! (RAMPAGE!!)

WICKED SICK !!

BREADBOWL TEAM, DOMINATING!

Spoiler: Chapter 11 Siege Unit Report (click to show/hide)

Goblin Scout Squad

- 'Bax' Bax Urarotak, Goblin Spearman (sighted in west moat)
- 'Bub' Stosbub Smunstugoslust, Goblin Recruit (sighted in west moat)
- 'Zom' Zom Ngokangolang, Goblin Recruit (sighted in west moat)
- 'Utes' Utes Ozudsmumu, Goblin Recruit (killed by Kubuk, iron short sword through skull)
 'Tode' Tode Zomunes, Goblin Axeman (captured in cage trap)
- 'Atuk' Atu Kodolngo, Goblin Recruit (killed by Olon of Earthen, iron battle axe decapitate
- head)

Goblin Assault, 1st Squad

• 'Bosa' Bosa Musnguslu, Goblin Crossbowman (dead vs Kubuk, Olon, and Fairybrow)

- 'Nako' Nako Urarrosp, Goblin Spearman (dead vs Kubuk, and Vortex)
- 'Az' Azstrog Uslotsnamoz, Goblin Bowman (dead vs Kubuk, and Tekkud)
- 'Kuts' Stasosts Kutsmobnokast, Goblin Crossbowman (killed by Taupe, iron spear tears brain)

Goblin Assault, 2nd Squad

- 'Osta' Osta Ngoslunarar, Goblin Pikeman (killed by Kubuk, iron short sword spills guts)
- 'Amxy' Amxy Osousbu, Goblin Maceman (killed by Vortex, iron battle axe tore apart pancreas)
- 'Snang' Snang Ngasmauksos, Goblin Pikeman (dead vs Kubuk, and Angus)
- 'Stabby' Stasost Bosaomo, Goblin Pikeman (dead vs Taupe, Vortex, and Sanctume)

Troll Shock Troop, 1st Pack

- 'Zolak ' Zolak , Troll Pack Leader (sighted in northwest moat)
- 'Dos' Dosntgosp, Troll (sighted in northwest moat)
- 'Nom' Ngom, Troll (sighted in northwest moat)
- 'Uslu' Ngnuslu, Troll (sighted in northwest moat)
- 'Stro' Strodno, Troll (sighted in northwest moat)
- 'Ogg' Olngo, Troll (sighted in northwest moat)

ooc: 10/06 Update change Mosus->Angus

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: PyroTechno on October 06, 2015, 01:54:05 am

Journal of "Pyro"

They found me.

After these past few years, I thought I was safe. I built a new life here in Breadbowl, became a member of the Neighborhood Watch and have had three children so far.

And now the news has reached even this far: I, formerly Oddom, was renamed "Pyro" long ago by the unanimous vote of my surviving kin after I accidentally burned down an entire fortress.

One time! It was one time! So what if I got a little too drunk that day? It happens! Now, the part where I decided that the dragon of legend was a pansy with no true appreciation of the beautiful tapestry of an object aflame - that may have been going a little too far.

But if the sheriff hadn't tried to stab me with an =iron spear=, I wouldn't have had to throw that torch at him! It's not my fault that he chose to confront me in the booze stockpile!

Everyone has heard the story. Even my own husband - "hey, Pyro, have you seen the children?" "Pyro, dear, why are you shaking? You just dropped your crossbow, are you alright?" That's all anyone will call me now. Whenever I ask them to please just call me Oddom - you know, like they did yesterday - they don't appear to consciously hear me.

Well... to be honest, Breadbowl is only mostly made of wood now. Part of it would probably survive if I were to open up my private stash of *persimmon wine* and try to forget that this day ever happened. Right?

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on October 06, 2015, 03:00:07 am

Attention, humble working dwarves of Imarust, "Breadbowl"! The Guild of Clothiers and the Guild of Leatherworkers have joined forces to present to you the definitive guide to fashion in the scorching hellhole that is our home.

Caps are in, hoods are out!

Spears are observed to accentuate and prove you comfortable in your dwarfidity by being long and pointy and honestly kind of elvish!

And the timeless "Gemclod" look is very popular right now. Who says women are the only ones who can look pretty in dresses? Not us!

So, without further ado, we present:

What are you wearing!

Episode 1 (of 1)

Neblime: our carpenter is fashionably attired in an elegant silk dress and pig tail fiber cap. Wields an exceptional =Iron Spear= & one of her own masterwork shields.

Duke Gwolfski: the Duke in Rags look is apparently "in" this season. Wearing a worn x(pig tail fiber dress)x, a wonderful hemp coat and a wool cap, and wielding naught but a wooden training axe (and oddly enough no shield), he looks more a humble peasant girl than a Duke of the Realm. Truly a noble show of solidarity with the oppressed working class from the most powerful dwarf in the western hemisphere!

Lord Brassroast: it can be hard to make out her shape beneath a pig leather robe over a pig tail fiber dress, but as a mason, she spends much of her time in the cool dark underground, so her outfit is highly practical. Like everyone else, a cap perched jauntily on her head completes the ensemble. Wields an exceptional =Iron Spear=.

Aristotle: The philosopher shows a predilection for foreign dress, wearing an elven ramie-plant robe encircled with bands of pine and olive wood. The pig tail fiber cap goes without saying, of course. He wields the popular iron spear and shield combo.

Tonnot: Showing a preference for the ostentatious over the comfortable, Tonnot wears a very fashionable silk robe over a worn x(pig tail fiber dress)x. It would surely be more comfortable to wear those the other way around, but sometimes you just have to show off! Again, the pointy iron stick wins out over other weapons.

Quasar: In a fashionable if somewhat worn $x(silk\ robe)x$ and a very fashionable silk cap, she splits from the populist opinion on weaponry with a large =iron battle axe= strapped to her back, and makes quite an imposing figure of authority.

Hiddenleafguy: our manager prefers the humble "little bo peep" look, with a simply cut Llama wool dress, and wool socks, shoes, cap and gloves. He wields an =iron spear=.

Bearskie: the head planter wears a fashionable silk robe and, preferring pragmatism to fashion, covers his head in shadow with a pig leather hood that keeps him from being sunburned as he toils in the heat of the day. =Iron Spear= again.

May: our bookkeeper apparently likes to feel attractive on the inside, wearing a very fashionable matching silk tunic-and-trouser suit *underneath* a shapeless hare leather robe. For weaponry, she outfits herself as the mayor does, wielding an exceptional =iron battle axe=.

Pyro: Doubling up on clothes is Tonnot's wife Pyro, with both leopard leather cap & pig leather hood, alpaca wool trousers & cave fish leather leggings, and not one but *two* enormous leather robes made from aardvark and leopard hides! One wonders why any woman would need so many layers of fireproof clothing, but she is a furnace operator afterall! We're certain she's merely being cautious. She wields an exceptional =copper crossbow=.

Vortex: Poorly dressed in a worn x(pig tail fiber dress)x and x(llama wool cap)x, but it matters little under an iron mail shirt and steel greaves. Her exceptional =iron battle axe= and shield ensure none will bother her too much about her fashion choices. Except us! Because we care, dear friends. Because we care.

Taupe: our militia captain wears a silk dress under a Llama wool robe as padding under steel plate armour. He lacks a helm, entrusting his facial safety to superior training: an elven wood cap decorated with mahogany and encircled with coffee and rubber wood perches upon his head. Naturally, he wields a =iron spear= and wood shield (and is probably the one who started the fashion).

SQman: Looking larger than life in an -elk bird leather robe- over a wool dress, with a llama wool cap on top, and wielding a steel crossbow and shield, His Majesty's Ace Hunter cuts a fine figure.

Sanctume: well outfitted in a simple guineafowl leather dress, Sanctume's odd armour doesn't at first quite have the same style as the other members of the militia. With copper shirt, steel leggings and mismatched bronze-and-copper gauntlets, it's almost like somebody has given him the leftovers of the armoury. That is, until you see the finest of engravings on the links of his masterwork copper mail shirt, and catch a glimpst of Alaknikot, the legendary artifact silver mace strapped to his back.

Psychoangel: Just because he's been dead for 2 years is no reason not to criticise the Grande Soapers fashion choices! It turns out the pool where he drowned is remarkably clear, so we can see he is dressed in a chicken leather dress, pig tail fiber robe and silk cap. A well chosen combination to make the most of a slim frame, which is perhaps for the best now that he is a partial skeleton at the bottom of a rock pool.

Thank you for reading! We now return to serving you, our ungrateful, miserable "friends", manufacturing you the latest in wonderfully fashionable new clothing that you kobolds couldn't tell apart from a Armok-damned barrel with suspenders.

The Guilds of Clothiers and Leatherworkers

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: QuQuasar on October 06, 2015, 03:52:44 am

By the way, Sanctume, that last update was awesome. Between 3 years of training and Alaknikot imbuing dwarves with power simply by it's proximity, Breadbowl dwarves are untouchable in combat even without steel.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on October 06, 2015, 09:36:40 am

Quote from: QuQuasar on October 06, 2015, 03:52:44 am

By the way, Sanctume, that last update was awesome. Between 3 years of training and Alaknikot imbuing dwarves with power simply by it's proximity, Breadbowl dwarves are untouchable in combat even without steel.

Aww, Gee, Thanks. Now I am glad I did not end Ch. 11 with 3 omitted lines in my draft. Since Bearskie mentioned GRRM (and I've reread the series 3 times thus far), I took the liberty to incorporate some artistic tale spinning that is still true to the spirit of the resulting Ch. 11 Siege Unit Report.

What do you think of my suggested poll, a page back?

Ch. 12 is in progress. I'm really having fun writing battle scenes and situations. Even though at first, I thought the amount of characters involved are too much, I remember how the author Steven Erickson (Malazan Empire) uses dramatis personae and I often refer to it initially to figure out who's who. Then later, the characters become familiar.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Gwolfski on October 06, 2015, 11:09:48 am

Gwolfski has mandated some work!

Get some new cloths made asap or your are going in my drowning chamber! Give me a steel axe or else you will slow death by training axe! Also brew bear!

Title: Re: Breadbowl: a Succession Farm [40.24]

Post by: Urist McVoyager on October 06, 2015, 11:13:28 am

Wait wait wait. Are we brewing BEARS now? Holy flying zombie carp that's Dwarven! It's like, do you take them to the brewery alive and drown them in the vats or do you butcher them first?

Also insanely funny siegework Sanctume! Keep up the stories, they're golden!

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Gwolfski on October 06, 2015, 11:16:40 am

Just do it! I want bear!

Title: Re: Breadbowl: a Succession Farm [40.24]

Post by: Urist McVoyager on October 06, 2015, 11:21:10 am

I wanna be dwarfed as Mosus under the name Angus. Angus Ceilingslapped has a nice earsplitting ring to it, don't you think?

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on October 06, 2015, 11:24:26 am

"Yer drunk, duke. There a siege a going! Hiddenleafguy is there pulling levers, givin' the greenies baths, and endangering the troops. He's the manager to get ya axe mandate."

Sanctume continues, "Wud'ya put some pants on? Tis' a crying shame that ratty girly dress make ya perty. Tis' distracting!

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on October 06, 2015, 11:37:00 am

Quote from: Urist McVoyager on October 06, 2015, 11:13:28 am

Wait wait. Are we brewing BEARS now? Holy flying zombie carp that's Dwarven! It's like, do you take them to the brewery alive and drown them in the vats or do you butcher them first?

Also insanely funny siegework Sanctume! Keep up the stories, they're golden!

Quote from: Gwolfski on October 06, 2015, 11:16:40 am

Just do it! I want bear!

Sanctume mused, "I recall having a sloth bear in the pens. And this tale (http://www.bay12forums.com/smf/index.php? topic=152568.msg6531472#msg6531472) of Ubil, can milk be fermented to a fine brew?"

Quote from: Urist McVoyager on October 06, 2015, 11:21:10 am

I wanna be dwarfed as Mosus under the name Angus. Angus Ceilingslapped has a nice earsplitting ring to it, don't you think?

ooc: Sure thing. I can "retcon" and update the names of past post probably, but no promises. I will update my "raw notes" so the new name transfer to my current drafts. Post some in character thoughts. Mosus shall be Angus Ceilingslapped.

Mosus Ingizsezuk, "Mosus Ceilingslapped", militia captain shall now be 'Angus' Ingizsezuk, "'Angus' Ceilingslapped", militia captain (Urist McVoyager (http://www.bay12forums.com/smf/index.php? action=profile;u=96082))

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Gwolfski on October 06, 2015, 12:03:49 pm

well, i wanna be morrrr drunk

Title: Re: Breadbowl: a Succession Farm [40.24]

Post by: Urist McVoyager on October 06, 2015, 12:32:29 pm

Internal thoughts of one Mosus Ceilingslapped during the Siege of 240 YA (Year of Armok)

WHY WON'T THIS CARPING HELMET COME OFF?!?!?! Bang bang bang bang Come. Off. Damn. You!

What is that horribly warm feeling coming over me? Bang. Bang bang. Bangity bang. Die you stupid goblin! Dwarf, it really is getting hot out here.

-Out of nowhere Sanctume wielding Alaknikot rolls up and bashes through the goblin's nasal guard in a blinding flash of light that no one but Mosus could see. She stands there dazzled for a full second and a half that feels like an eternity before snapping to.- AHA! Faceguard off, now face off. -Mosus slams her ax down on the helpless goblin, cutting through its face and bathing in the shower of blood.- Ah, now that's better! -In the spray she sees many glorious battles in her future. How many she actually fights in, who can say?-

"From now on my name is Angus! It's a fine axdwarf's name!" -No one else really notices, seeing as there's still goblins and trolls about.- Ah well, I'll scream it from the rooftops once the fighting's done. TO WAR!!!

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Vortex on October 06, 2015, 03:48:56 pm

Quote from: QuQuasar on October 06, 2015, 03:00:07 am

Vortex: Poorly dressed in a worn x(pig tail fiber dress)x and x(llama wool cap)x, but it matters little under an iron mail shirt and steel greaves. Her exceptional =iron battle axe= and shield ensure none will bother her too much about her fashion choices. Except us! Because we care, dear friends. Because we care.

My battle axe will be happy to meet with representatives of the Clothiers' and Leatherworkers' Guilds if I do not get some new garb. Warriors should always look their best when decapitating the enemy. :)

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Gwolfski on October 06, 2015, 03:50:28 pm

Quote from: Vortex on October 06, 2015, 03:48:56 pm

Quote from: QuQuasar on October 06, 2015, 03:00:07 am

Vortex: Poorly dressed in a worn x(pig tail fiber dress)x and x(llama wool cap)x, but it matters little under an iron mail shirt and steel greaves. Her exceptional =iron battle axe= and shield ensure none will bother her too much about her fashion choices. Except us! Because we care, dear friends. Because we care.

My battle axe will be happy to meet with representatives of the Clothiers' and Leatherworkers' Guilds if I do not get some new garb. Warriors should always look their best when decapitating the enemy. :)

dont worry. new clothes and bear beer have been mandated.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Urist McVoyager on October 06, 2015, 03:56:42 pm

Right, on it boss. New beer and bear clothes coming your way. Our tame grizzlies will look snazzy when we get some!

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 06, 2015, 05:16:42 pm

Quote from: Sanctume on October 05, 2015, 09:15:54 am

Suggested Poll ending on Friday perhaps? I left will be taking off work early Friday, so I will have time to finish writing my siege notes.

Any casualty in Breadbowl's Spring Siege of 240?

Any casualty in Breadbowl's Spring Siege of 240? a. Zero.

b. The Shafts of Fortifying

c. The Earthen Assaults

d. Neighborhood Watch

e. Civilian

g. Military Selection of b, c, or d

f. Buffet Selection of b, c, d, or e

Quasar, Can you put a Poll ending on Thursday or Friday?

Will there be casualty in Breadbowl's Spring Siege of 240?

- a. Zero. FLAWLESS VICTORY!!
- b. The Shafts of Fortifying only.
- c. The Earthen Assaults only.
- d. Neighborhood Watch only.
- e. Civilian(s) only. BABALITY!!
- g. Military only.
- f. Both Military and Civilian.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: faiy eyebrow on October 06, 2015, 05:46:14 pm

These god damn crossbow bolts will take an eye out its like immortalitytowers all over again...

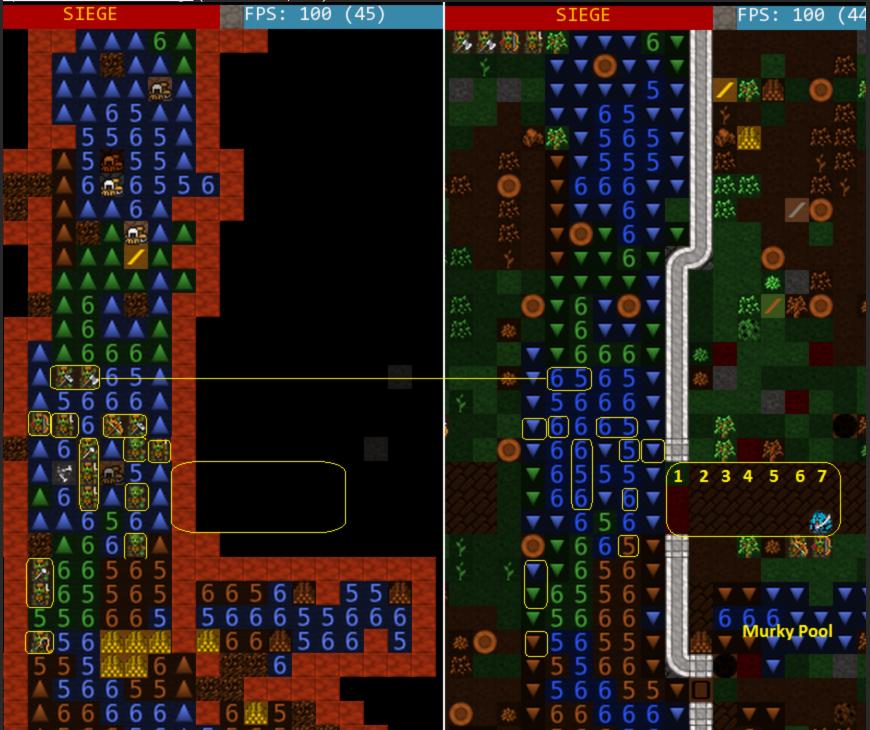
Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 06, 2015, 08:25:21 pm

Book III

The winds blow, and breezes come and pass, touching experiences and leaving memories. Memories are woven in tales and songs, and become legend. Legend fades to myth, and even myth become forgotten. A cloud of profane smoke roils within a malice that strengthens while witnessing bloodshed in the lands of Breadbowl. The malice cannot take its physical form of smoke beyond the Jungle of Twilight. But the malice makes its presence known by letting its putrid smell drift along the strong winds.

And so the stench of malevolence caresses below the forest floor and Glumprong trees, drifts over the rock salt walls of Breadbowl, creeps further to the west to clashing dwarves and goblins, and many more marching goblins and lumbering trolls.

Spoiler: Perils of West Bridge (click to show/hide)



Chapter 12 (Perils of West Bridge, 7th Granite, 240, Early Spring)

Goblin Scout Squad

• 'Zom' - Zom Ngokangolang, Goblin Recruit (sighted in west moat)

Goblin Assault, 3rd Squad

- 'Hams' Bosa Olngoang, Goblin Hammerman
- 'Phas' Bosa Basnungxusphas, Goblin Recruit
- 'Usbu' Usbu Omagngom, Goblin Axeman
- 'Mob' Kutsmob Slazstodno, Goblin Crossbowman

Goblin Regular, 1st Infantry

• 'Osnun' - Osnun Uksossnodub, Goblin Bowman

Less than a week since the siege start, no reprieve, no break, and no sleep are the demands for the vigilance one dedicates in defending Breadbowl.

Armok is satiated for the moment at the display of bloodshed. Alaknikot's glow dims back to a polished silver mace. Sanctume has left the martial trance.

Taupe commands, "Move back. Away from the west bridge, now Armokdamnit, now!"

As soon as than words profaning Armok's name is mentioned, Hams climbs out of the moat, swings a crude iron morningstar at Vortex and misses.

Vortex swings her iron battle axe on Hams' upper body, tearing apart the liver, and bloody battle axe lodging firmly in the wound.

Vortex then pulls out the axe and pommel strikes the right shoulder, crushing the injured part.

Hams loses hold of the iron shield, gives in to pain and falls over.

Tekkud the stabs Hams in the head, tearing the brain, and her bronze spear embeds in the skull.

Phas the recruit in training of Goblin Assault, 3rd Squad follows Hams climbing out the moat.

Phas misses an attack on Angus and then tastes Breadbowl's flavored onslaught.

First, Tekkud stabs the left hand, third finger to a mangled mess beyond recognition.

Angus hacks in the upper left arm causing Phas to give in to pain.

But not before Vortex hacks the upper body shattering the through ribs.

As Phas is falling over, Sanctume bashes the head and fractures the skull.

Tekkud stabs through the fracture, shatters the skull, and lodging firmly her bronze spear in the wound! 5 HIT COMBO!

__

Volleys of silver bolts streaks past from Onul of Watch, and Pyro.

Taupe observes that Pyro has the intensity of wanting to burn the moat and goblins alike; and added stone too, if stone can catch fire. The Commander's thoughts of distractions fades as discipline takes over. Now if the squads just back away from the temptation of the goblin filled moat that is now two steps away.

Taupe orders, "Cancel all stations! Everyone into the Safe Indoors burrow. Armokdamnit, you all are exposed to..."

Osnun, jumps in the moat from the far west bank and continue to shoot silver arrows across. A silver arrow streaks past the gate opening above the ducking Taupe. "... arrows."

--

Zom has been swimming in the moat since the her perfect swan dive. Usbu grimaces, holding his axe and waiting on the south submerged upslope. Zom nods and steps on Usbu's groin to climb out of the moat.

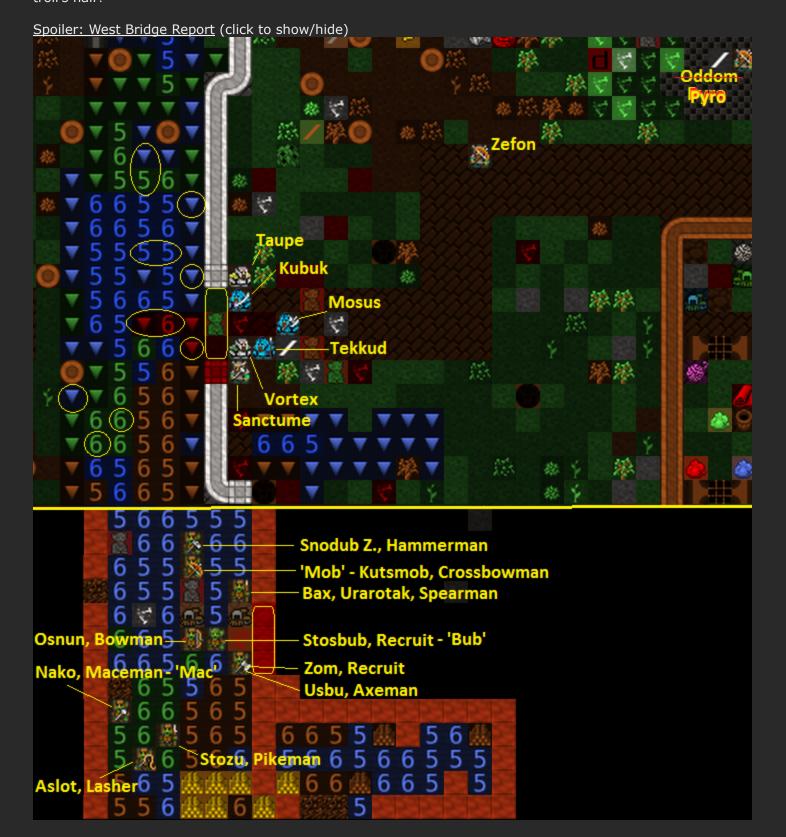
Taupe, hoarse from yelling and bellowing needs a drink, "Armokdamnit no. Do not go any closer to that bridge. Do not..."

Kubuk steps before the moat and slashes Zom cutting off her right foot. Kubuk follows up with quick slashes but were deflected against the iron mail shirt.

Kubuk, exposed at the very edge of the moat quickly jumps away from the flying silver arrows of Osnun, and crashing towards Vortex and Angus. Voxtes takes on the muscular and lardy brunt impact of Kubuk, and stumbles backwards, stunned. Angus is agile and jumps away to avoid colliding, "easy there girlfriend," slapping Kubuk in the butt.

Is it quite crowded in the west gate, but this does not deter Sanctume from taking the opportunity to peek out, and step on the moat's edge, and bash Zom in the head, fracturing it.

Zom falls into the water which interferes an ambush swing from Usbu below the moat's submerged ramp. Usbu misses Sanctume by a troll's hair!



There are ten goblins in the immediate moat and none inside our walls. This is really an opportune time to step back, have drinks, netflick' and chill, out of line of sight.

Zom is half submerged on the moat's ramp, steps on Usbu's shoulder using her remaining left foot to climb back up. Kubuk stabs Zom in the head lodging the iron short sword in the skull.

Mob shoots silver bolts from middle of the moat, misses Kubuk.

Taupe knowing battlelust is very hard to reign in moves to assess the enemy but is greeted with a spear stab from Bax, the Goblin Scout Squad Leader on the north upslope. The spear misses Taupe, and Taupe counters with his own bronze spear and gut stabs Bax in the lower body.

Bax looks sick!

Vortex who is no longer stunned, and Fairybrow and Angus and even Usbu and Osnun, say in unison, "Death is all around us. This is truly horrifying."

Spoiler: Chapter 12 Siege Unit Report (click to show/hide)

Goblin Scout Squad

- 'Bax' Bax Urarotak, Goblin Spearman, Squad Leader (injured vs Taupe, bronze spear gut stab)
- 'Bub' Stosbub Smunstugoslust, Goblin Recruit (sighted in west moat)
- 'Zom' Zom Ngokangolang, Goblin Recruit (injured vs Sanctume and Kubuk, iron short sword in the skull)
- 'Utes' Utes Ozudsmumu, Goblin Recruit (killed by Kubuk, iron short sword through skull)
- 'Tode' Tode Zomunes, Goblin Axeman (captured in cage trap)
- 'Atuk' Atu Kodolngo, Goblin Recruit (killed by Olon of Earthen, iron battle axe decapitate head)

Goblin Assault, 1st Squad

- 'Bosa' Bosa Musnguslu, Goblin Crossbowman (dead vs Kubuk, Olon, and Fairybrow)
- 'Nako' Nako Urarrosp, Goblin Spearman (dead vs Kubuk, and Vortex)
- 'Az' Azstrog Uslotsnamoz, Goblin Bowman (dead vs Kubuk, and Tekkud)
- 'Kuts' Stasosts Kutsmobnokast, Goblin Crossbowman (killed by Taupe, iron spear tears brain)

Goblin Assault, 2nd Squad

- 'Osta' Osta Ngoslunarar, Goblin Pikeman (killed by Kubuk, iron short sword spills guts)
- 'Amxy' Amxy Osousbu, Goblin Maceman (killed by Vortex, iron battle axe tore apart pancreas)
- 'Snang' Snang Ngasmauksos, Goblin Pikeman (dead vs Kubuk, and Angus)
- 'Stabby' Stasost Bosaomo, Goblin Pikeman (dead vs Taupe, Vortex, and Sanctume)

Goblin Assault, 3rd Squad

- 'Hams' Bosa Olngoang, Goblin Hammerman (killed by Tekkud, bronze spear tears brain)
- 'Phas' Bosa Basnungxusphas, Goblin Recruit (dead vs Angus, Vortex, Sanctume, and Tekkud, bronze spear shatters skulls)
- 'Usbu' Usbu Omagngom, Goblin Axeman (half submerged on the moat's ramp)
- 'Mob' Kutsmob Slazstodno, Goblin Crossbowman (uninjured, shooting from moat)

Goblin Regular, 1st Infantry

• 'Osnun' - Osnun Uksossnodub, Goblin Bowman (uninjured, shooting from moat)

Troll Shock Troop, 1st Pack

- 'Zolak' Zolak, Troll Pack Leader (sighted in northwest moat)
- 'Dos' Dosntgosp, Troll (sighted in northwest moat)
- 'Nom' Ngom, Troll (sighted in northwest moat)
- 'Uslu' Ngnuslu, Troll (sighted in northwest moat)
- 'Stro' Strodno, Troll (sighted in northwest moat)
- 'Ogg' Olngo, Troll (sighted in northwest moat)

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Taupe on October 06, 2015, 09:36:29 pm

Well, part of the troops are driven by glory rather than tactics. Obviously they aren't going to let go of the moat idea. The next best thing would be to have the Watch stationned upon a roof, in a position where they don't get exposed to most archers but can still support against anything that climbs out of the river through the gate. If our boys are gonna stick around, might as well give them some ranged support...

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on October 06, 2015, 09:39:25 pm

Quote from: Sanctume on October 06, 2015, 05:16:42 pm

Quasar, Can you put a Poll ending on Thursday or Friday?

I went looking, but it doesn't look like I have that option under "Modify". Polls can only be created with new threads.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 06, 2015, 10:05:56 pm

Quote from: QuQuasar on October 06, 2015, 09:39:25 pm

Quote from: Sanctume on October 06, 2015, 05:16:42 pm

Quasar, Can you put a Poll ending on Thursday or Friday?

I went looking, but it doesn't look like I have that option under "Modify". Polls can only be created with new threads.

If you go to the first post, there should be a "ADD POLL" on the upper right. Let me know if I need to post an image.

Don't need to modify 1st post, just go to page 1 I think.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on October 06, 2015, 10:27:18 pm

Thar we go, that should do it. Hopefully I can remove that once it's over, I'd hate to end up with a permanent poll on top of the thread.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 06, 2015, 10:41:27 pm

I have a draft of Ch 13, but I'll re-read again if it's a good breaking going into Ch 14.

<u>Spoiler: Ch 13 Title</u> (click to show/hide) Commander's Challenge

Took a break by satisfying my OCD and retcon (if that's the word for it) previous posts so both Oddom->Pyro and Mosus->Angus are updated. :)

Anyway, getting some dinner.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Taupe on October 06, 2015, 10:56:02 pm

Quote from: Sanctume on October 06, 2015, 10:41:27 pm

<u>Spoiler: Ch 13 Title</u> (click to show/hide) Commander's Challenge

Suddenly I regret voting for option B. Don't let me die trying to save someone, people will think I actually care.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on October 06, 2015, 11:53:17 pm

Seeing your excitement as to holding the poll in the first place, I'd say that there's definitely someone going to die. Someone important. Thus... G I CHOOSE YOU! Did the Hill of Death actually do something back there, or was that just writing imagery?

+ Our retracting bridges seem woefully inadequate for defense protection. Raising bridges recommended instead once this is over.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 07, 2015, 12:31:58 am

Quote from: Bearskie on October 06, 2015, 11:53:17 pm

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+ Our retracting bridges seem woefully inadequate for defense protection. Raising bridges recommended instead once this is over.

Sanctume ponders about the bridges after the duke tasks him to the increase booze production.

Upon seeing that a single lever controls all bridges, he felt it unwise to dismantle the current mechanism links when the wind stinks of trouble since the 1st of spring. Good decision to leave the bridges for the siege came on the 2nd day.

ooc: There is an actual "cloud of profane smoke" and I've mentioned that I've read Robert Jordan's Wheel of Time. He used a great literary intro using wind that travels long distances describing the lands and/or overview of the setting.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on October 07, 2015, 12:42:35 am

Wait... it's alive? The Hill Of Death is ALIIIIVE!!! Possibly with the sound of music, but definitely with the smell of firey death.

It makes way too much sense, too: scorching biome + dragon lair + lots of evil tree's = profane smoke.

I wonder what it does to living creatures? :D

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 07, 2015, 01:25:13 am

Chapter 13 (Commander's Challenge)

Goblin Scout Squad

- 'Bax' Bax Urarotak, Goblin Spearman, Squad Leader (injured vs Taupe, bronze spear gut stab)
- 'Zom' Zom Ngokangolang, Goblin Recruit (injured vs Sanctume and Kubuk, iron short sword in the skull)
- 'Bub' Stosbub Smunstugoslust, Goblin Recruit (sighted in west moat)

Goblin Assault, 3rd Squad

- 'Usbu' Usbu Omagngom, Goblin Axeman (half submerged on the moat's ramp)
- 'Mob' Kutsmob Slazstrodno, Goblin Crossbowman

Goblin Regular, 1st Infantry

- 'Osnun' Osnun Uksossnodub, Goblin Bowman (uninjured, shooting from moat)
- 'Gas' Xuspgas Ugsnormato, Goblin Crossbowman
- 'Mac' Nako Aturemzu, Goblin Maceman
- □Ngoso' Ngoso Rudngom, Goblin Axeman, War Leader

Angus strides forward and pauses in the middle of the moat edge, and in dramatic fashion of a soliloquy, "I was near to a Paved Road (wet with blood). It pleases me." Iron bolt flies over her head and two axe swings from Usbu miss, "I was attacked. Most shocking!"

Taupe rolls his eyes busy pulling on the embedded iron spear, and decides to the punch Bax who is bleeding profusely in the submerged ramp.

Kubuk continues to slash at Zom and tearing tendons in the skull.

--

Taupe stabs Bax in the left upper legs fracturing bone, then finally stabs his bronze iron spear in the head fracturing through the copper helm.

Usbu blindly swing the axe, missing both Tekkud and Angus.

Captain Vortex says, "Everyone seems to be fascinated by the moat. There is time to step back, like now?"

Tekkud responds, "Quite obvious, captain."

Bowman Osnun, Crossbowman Gas, and Crossbowman Mob swimming in the middle of the moat fire volleys of arrows and bolts wildly fly over head.

Usbu finally gains footing inside Breadbowl and savagely attacks Sanctume and Tekkud. Sanctume jumps away while Tekkud stands her around.

Maceman Mac on the far side of the moat was struck by a draltha bone bolt in the left hand, and loses hold of the silver flail. Marksdwarf Zefon calmly loads another draltha bone bolt.

Kubuk stands up, "Death is all around us. I am not upset by this." Angus stands up, "Death is all around us. This is truly horrifying."

Sanctume steps in on Usbu bashing the head and fracturing the skull.

Usbu attacks but Sanctume jumps away tumbling backwards.

Sanctume stand up and blocks an overhand axe strike from Usbu.

A silver bolt flies towards Sanctume who rolls away, and stands up only to jump away again from relenting axe swings from Usbu.

Zefon begins the mantra that death is truly horrifying, shoots at Usbu but was blocked.

Angus Ceilingslapped, Axe Lord has left the martial trance, or just finished her soliloguy in the middle of the gaping moat edge?

Sanctume blocks another axe swing from Usbu.

Osnun in the moat misses Sanctume with her silver arrows.

Sanctume bashes Usbu in the lower body bruising guts, and rolled away from the counter axe swing.

Tekkud also jumps away from Usbu's axe swings.

Taupe accepts the facts that the troops are driven by glory rather than tactics. The moat ramp lets the goblins trickle in. As long as no one swims..., "Armokdamnit," he cursed silently and reprimand himself for thinking THAT.

Taupe tries to brighten up, "Good! Now keep backing away from the moat, a fighting retreat like we practiced," then reddens in frustration, "Armokdamnit, I spoke too soon!"

The moat edge is clear for now until Ngoso emerges brandishing her iron battle axe.

Ngoso is a larger and wider she-goblin, a War Leader of the Goblin Regular, 1st Infantry.

Ngoso shake about splashing foul water laced with blood and bile. She growls and snorts and makes a show of her war cry, "Ahrew! Ahreww! Ahrewww!"

Tekkud presses her attack backing Usbu at the moat edge.

Bub, Scout Squad, Goblin Recruit waits in the water since the bridge first disappeared.

Bub stabs upwards aiming at Tekkud's gut but misses.

Tekkud stabs down her bronze spear on Bub and fracturing the right collar bone.

Usbu's axe misses Tekkud despite Bub's distraction.

Sanctume bashes Usbu in the left lower arm, fracturing bone. Usbu loses hold of his copper shield and iron battle axe, and falls over. Tekkud follows up with a stab in the left upper leg, fracturing through bone.

Howling like a banshee, Ngoso swings wildly with her iron battle axe, missing both attacks on Sanctume and Tekkud. Grunting in frustration, Ngoso charges and knocks over Sanctume.

Ngoso pushes further into Breadbowl seeking to challenge the War Leader, Commander Taupe. Taupe steps in and left hooks Ngoso in the right ear which explodes into gore, "Bitch please."

Spoiler: Chapter 13 Siege Unit Report (click to show/hide)

Goblin Scout Squad

- 'Bax' Bax Urarotak, Goblin Spearman, Squad Leader (killed by Taupe, bronze spear in head)
- 'Bub' Stosbub Smunstugoslust, Goblin Recruit (injured vs Tekkud, bronze spear fractured right collar bone)
- 'Zom' Zom Ngokangolang, Goblin Recruit (dead vs Sanctume and Kubuk, iron short sword tears tendons in the skull)
- 'Utes' Utes Ozudsmumu, Goblin Recruit (killed by Kubuk, iron short sword through skull)
- 'Tode' Tode Zomunes, Goblin Axeman (captured in cage trap)
- 'Atuk' Atu Kodolngo, Goblin Recruit (killed by Olon of Earthen, iron battle axe decapitate head)

Goblin Assault, 1st Squad

- 'Bosa' Bosa Musnguslu, Goblin Crossbowman (dead vs Kubuk, Olon, and Fairybrow)
- 'Nako' Nako Urarrosp, Goblin Spearman (dead vs Kubuk, and Vortex)
- 'Az' Azstrog Uslotsnamoz, Goblin Bowman (dead vs Kubuk, and Tekkud)
- 'Kuts' Stasosts Kutsmobnokast, Goblin Crossbowman (killed by Taupe, iron spear tears brain)

Goblin Assault, 2nd Squad

- 'Osta' Osta Ngoslunarar, Goblin Pikeman (killed by Kubuk, iron short sword spills guts)
- 'Amxy' Amxy Osousbu, Goblin Maceman (killed by Vortex, iron battle axe tore apart pancreas)
- 'Snang' Snang Ngasmauksos, Goblin Pikeman (dead vs Kubuk, and Angus)
- 'Stabby' Stasost Bosaomo, Goblin Pikeman (dead vs Taupe, Vortex, and Sanctume)

Goblin Assault, 3rd Squad

- 'Hams' Bosa Olngoang, Goblin Hammerman (killed by Tekkud, bronze spear tears brain)
- 'Phas' Bosa Basnungxusphas, Goblin Recruit (dead vs Angus, Vortex, Sanctume, and Tekkud, bronze spear shatters skulls)
- 'Usbu' Usbu Omagngom, Goblin Axeman (injured vs Sanctume and Tekkud, disarmed, fractured bones)
- 'Mob' Kutsmob Slazstodno, Goblin Crossbowman (uninjured, shooting from moat)

Goblin Regular, 1st Infantry

- 'Osnun' Osnun Uksossnodub, Goblin Bowman (uninjured, shooting from moat)
- 'Gas' Xuspgas Ugsnormato, Goblin Crossbowman (uninjured, shooting from moat)
- 'Mac' Nako Aturemzu, Goblin Maceman (injured vs Zefon, disarmed, draltha bone bolt in left hand)
- 'Ngoso' Ngoso Rudngom, Goblin Axeman (injured vs Taupe, left fist gores right ear)

Troll Shock Troop, 1st Pack

- 'Zolak' Zolak, Troll Pack Leader (sighted in northwest moat)
- 'Dos' Dosntgosp, Troll (sighted in northwest moat)
- 'Nom' Ngom, Troll (sighted in northwest moat)
- 'Uslu' Ngnuslu, Troll (sighted in northwest moat)
- 'Stro' Strodno, Troll (sighted in northwest moat)
- 'Ogg' Olngo, Troll (sighted in northwest moat)

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Bearskie on October 07, 2015, 01:27:12 am

Quote from: QuQuasar on October 07, 2015, 12:42:35 am

I wonder what it does to living creatures? :D

TO THE PUPPY TESTING CHAMBERS!

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Taupe on October 07, 2015, 01:33:24 am

Oh yes, another excellent siege update! Keep them coming, good sir. Kubuk is starting to rack up a lot of kills, so far.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Bearskie on October 07, 2015, 08:29:24 am

Meanwhile, at the Guild of Clothiers and Leatherworkers...

"Sir! Sir!"

"Aye lad, I hear ya fine, don't need to shout. What's it about this time..."

"The prints just came in! The ones that we'll be using in the next CLG issue, remember?"

"...Right, the next issue. Of course I remember. Erm, do you?"

"Sir?"

"I JUST ASKED YOU A QUESTION LAD!"

"Y-y-yes sir! Umm, it's the one where we went around looking at what people were wearing? I believe it's called the 'Whaaaat are you wearing?' issue."

"Aha. Good boy. You passed. Now, let's see, the prints eh? About time they came; we'll be ready to publish as soon as the printers run hot. By Armok, do I have to bleedin' ask to get things done round here nowadays? Let's take a look at them then, boy!"



"Not bad, not bad. Heh, some of these are taken on our roof if I ain't mistaken! Can recognize that damn tiling from miles away. Say, why do we have some doubles of the commander over here?"

<u>Spoiler</u> (click to show/hide)



"Eheh... well apparently the photographer wasn't really satisfied with his shots, so they had him change into something more suitable. And took off the cap. And styled his hair. It's something like a before-and-after-shot; readers love to see these sort of transformations,

"Fair enough. Anyway, I see they've also completed the duke's portrait. Still looks grumpy as ever though."

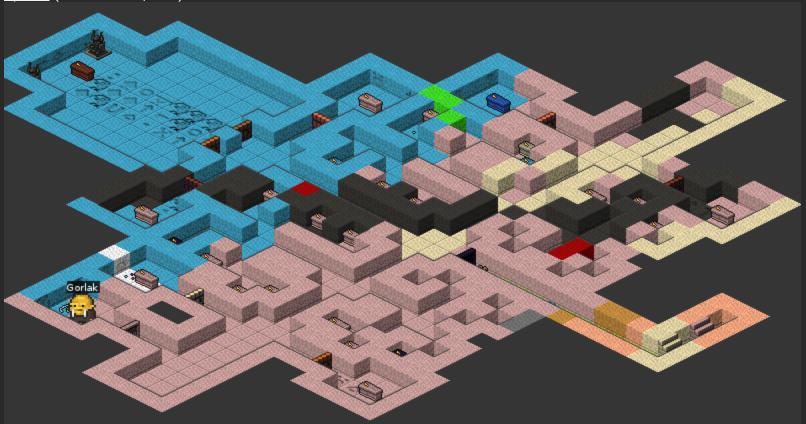
Spoiler (click to show/hide)



"Say, kid. What's this for then? I don't remember asking for a shot of the tombs."

"Oh, that's a personal commission by SQman sir. He said he wanted it for... private reasons. I'm gonna to drop it off with him later on."

Spoiler (click to show/hide)



"The look on that gorlak's face is disturbing, kid."

"I know, sir."

Spoiler (click to show/hide)



"Whooey."

"Yeah, that's a bonus shot from the photographer sir. Just took it from over the wall this morning. I was thinking we could use it for next month's issue or something. 'The Goblin Menace Strikes Back', sir?"

"Whooey."

"I agree sir, its a very imposing image."

"Whooey. Their fashion sense is *atrocious*. Pink on green, really? I know they've come to invade, but at least they could've done it in style. And those troll loincloths are so last season...

Argh, my eyes. Alright kid, good job. Now scurry over and send these over to the printers, will ya? Tell them to move their beards, I want this issue out by tomorrow. And tell them to fit in the goblin picture somewhere, that's what you call 'current interest'. Now scoot. Take with you an orange biscuit if you want."

"Can I have the kumquat one sir?"

"No. Git your thieving hands off my kumquat bowl."

That turned out taking way more effort than I was expecting. Especially since weapons don't show unless the dwarf is in the military, and not at all for nobles (That's why Gwolfski isn't holding a weapon; can't remove the duke). But hell, it was worth it. This is totally why they created Stonesense - for fictional fashion editorials. Feel free to use any of the portrait pictures.

~ Bonus shot!



Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Urist McVoyager on October 07, 2015, 09:19:04 am

Internal thoughts of Angus Ceilingslapped during the siege of 240:

Such glorious war! I will be an Emperor among dwarves! -Arrows whiz by and enemies charge. Angus does nothing but soliloquize amidst visions that just aren't there- "I was near to a Paved Road (wet with blood). It pleases me." -An axgoblin attacks her, all she can do is dodge in shock.- How dare you interrupt my visions!

-She is probably suffering a brain tumor that makes her an idiot with delusions of grandeur, but she's doing a wonderful job of distracting lame goblins all day-

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on October 07, 2015, 10:20:44 am

Holy crap, those images are awesome Bearskie! I can't view some images from work, but if I copy and paste the post onto Google Docs, the images show up fine. :)

I appreciate the time spent, photo shooting is really time consuming. And your final results are really great.

The names of the invaders changes because in the pre-turn save have different set of names from the cannon save.

This is the current siege list, that I hand wrote. And I refer to the screenshot capture to obtain complete names and update the list when they come into play.

I hope someday, there's a utility to sort them by squad leaders and squad members, any even squad names.

Spoiler: Breadbowl Siege 240 Unit Master List (click to show/hide)

- 1. Dosntgosp, Troll
- 2. Ngom, Troll
- 3. Ngnuslu, Troll
- 4. Strodno, Troll
- 5. Olngo, Troll
- 6. Zolak, Troll
- 7. Xuspgas U., Goblin Crossbowman
- 8. Bax U., Goblin Axeman
- 9. Tode N., Goblin Swordsman
- 10. Stasost U., Goblin Bowman
- 11. Bax A., Goblin Pikeman
- 12. Tode S. Goblin Lasher
- 13. Ngoso R., Goblin Axeman
- 14. Sasost B., Goblin Pikeman
- 15. Kutsmob S., Goblin Crossbowman
- 16. Snang N., Goblin Pikeman
- 17. Snodub Z., Goblin Hammerman
- 18. Tode Z., Goblin Axeman
- 19. Osta N., Goblin Pikeman
- 20. Usbu O., Goblin Axeman
- 21. Azstrog U., Goblin Bowman
- 22. Bosa M., Goblin Crossbowman
- 23. Nako U., Goblin Spearman
- 24. Stasost K., Goblin Crossbowman
- 25. Osnun U., Goblin Bowman 26. Snang O., Goblin Crossbowman
- 27. Aslot O., Goblin Lasher
- 28. Bosa A., Goblin Lasher
- 29. Xuspgas O., Goblin Axeman
- 30. Utes U., Goblin Maceman
- 31. Nguslu K., Goblin Crossbowman
- 32. Zolak A., Goblin Axeman
- 33. Damsto S., Goblin Spearman 34. Gorzu S., Goblin Bowman
- 35. Nako A., Goblin Maceman
- 36. Amxu O., Goblin Maceman
- 37. Stozu U., Goblin Pikeman
- 38. Bosa O., Goblin Hammerman
- 39. 'Bax' Bax Urarotak, Goblin Spearman 40. 'Zom' Zom Ngokangolang., Goblin Recruit
- 41. 'Atuk' Atu Kodolngo, Goblin Recruit
- 42. 'Bub' Stosbub Smunstugoslust, Goblin Recruit
- 43. Stasost O., Goblin Recruit
- 44. Atu O., Goblin Recruit
- 45. Bosa B., Goblin Recruit
- 46. 'Utes' Utes Ozudsmumu., Goblin Recruit

p.s. This might be a good time to come up with a standard name to call that building.

I used "Clothing and Leather Guild" (CLG) in the story to refer to the CLG building.

I'm open for retcon changes while I'm still at it.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: QuQuasar on October 07, 2015, 06:07:16 pm

Nice photography work Bearskie. Can't believe I completely forgot about colour and dye in my descriptions of the dwarves. I was imagining all the silk clothes as white.

It's just a shame Stonesense doesn't show fat. Taupe was stick-thin and wirey last time I checked his description, and Quasar was practically spherical. Hmm... I should check again to see if they've changed at all...

Oh dear, our dining hall is an absolute mess.

Pools of blood, water and strange liquids all over the floorboards and tables, splintery wooden tables and chairs (some of Neblimes earliest, lowest quality work) with weeds growing up from under them, statuary consists of naught but a pair of crappy rock salt statues, there are stinky, flea-ridden dogs *everywhere*...

... and for some reason a rhino? Why is there a rhino in the dining room? Who let it in? How did it even *get* in through the doors? We may never know.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Taupe on October 07, 2015, 06:20:25 pm

Quote from: QuQuasar on October 07, 2015, 06:07:16 pm

... and for some reason a rhino? Why is there a rhino in the dining room? Who let it in? How did it even *get* in through the doors? We may never know.

Oh that's the Rhino Center. We call it that because we built it while the rhino was in the center.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 08, 2015, 12:23:22 am

Chapter 14 (Dabbling Swimmer)

Goblin Scout Squad

• 'Bub' - Stosbub Smunstugoslust, Goblin Recruit (sighted in west moat)

Goblin Assault, 3rd Squad

- 'Usbu' Usbu Omagngom, Goblin Axeman (injured vs Sanctume and Tekkud, disarmed, fractured bones)
- 'Mob' Kutsmob Slazstodno, Goblin Crossbowman (uninjured, shooting from moat)

Goblin Regular, 1st Infantry

- 'Osnun' Osnun Uksossnodub, Goblin Bowman (uninjured, shooting from moat)
- 'Gas' Xuspgas Ugsnormato, Goblin Crossbowman (uninjured, shooting from moat)
- 'Mac' Nako Aturemzu, Goblin Maceman (injured vs Zefon, disarmed, draltha bone bolt in left hand)
- 'Ngoso' Ngoso Rudngom, Goblin Axeman (injured vs Taupe, left fist gores right ear)

Goblin Regular, 2nd Infantry

- 'Stozu' Stozu Utessnumno, Goblin Pikeman
- 'Aslot' 'Aslot Omosponga, Goblin Lasher
- 'Z-axe' Zolak Atusmur, Goblin Axeman
- 'Snodub' Snodub Zogaststosbub, Goblin Hammerman

Goblin Regular, 3rd Infantry

• 'Damsu' - Bax Axodamsu, Goblin Pikeman

War Leader Ngoso spins from the left hook and staggers back onto Tekkud which bumps Tekkud right into the moat!

Tekkud is now in the submerged ramp of the moat, and grabs at Ngoso attempting to climb out.

But Ngoso ends up falling into the water also.

Tekkud punches Ngoso in the ribs and lower leg mid fall, then dives in after Ngoso.

The tremendous splash creates a mist, with specs of goblin blood, floating in the air. Does it give happy thoughts?

Spoiler: Tekkud falls in the moat during the siege (click to show/hide)

Tekkud Betankulet, "Tekkud Calmabbey", Spearmaster

"I was attacked. I'm panicking! I'm panicking!"

She is terrified while in conflict. She panics after being attacked. She is afraid after experiencing trauma. She doesn't feel anything after seeing a goblin die. She doesn't feel anything after seeing the goblin Azstrog Stealankles die. She doesn't feel anything after seeing the goblin Bosa Roughnessmalice die. She doesn't feel anything after seeing a goblin die. She doesn't feel anything after seeing a goblin die. She doesn't feel anything after seeing a goblin die. She doesn't feel anything after seeing a goblin die. She doesn't feel anything after seeing a goblin die. She doesn't feel anything after seeing a goblin die. She is horrified after seeing a goblin die. She was blissful after sleeping in a great bedroom. She felt pleasure after a sparring session. She was horrified after seeing a troll die. She was horrified after seeing a troll die.

She is married to Zefon Graniteguild and has 5 children: Stukos Chancedconstructs, Sibrek Roadphrases, Ast Namedwinds, Rakust Coventombs and Sodel Drunkenarch. She is the daughter of Udib Dreamsplanks and Tun Dwellknife.

She is a citizen of The Old Nets. She is a member of The Farm of Hammers. She is a former member of The Esteemed Tongs. She is a former member of The Bent Wire. She arrived at Imarust on the 20th of Slate in the year 237.

She is one hundred twenty-eight years old, born on the 4th of Opal in the year 112.

She is strapped with massive amounts of muscle and lard. Her slate gray eyes are slightly sunken. She has a narrow chin. Her hair is clean-shaven. Her ears are very short. Her hair is gray with a touch of burnt sienna. Her skin is burnt umber.

She is unbelievably strong, amazingly agile, indefatigable and incredibly tough, but she is slow to heal.

Tekkud Betankulet likes serpentine, bronze, yellow zircon, crystal glass, giant white stork leather, the color lime, grates, flasks and snails for their shells. When possible, she prefers to consume giant grasshopper, tomato wine and linseed oil. She absolutely detests hamsters.

She has an unbreakable will, a stunning feel for spatial relationships, an astounding feel for the position of her own body, unbreakable focus, a very good sense of empathy, very good intuition and a good intellect, but she has a meager ability with social relationships and a little difficulty with words.

Like others in her culture, she holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, values family greatly, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values martial prowess, values leisure time, respects commerce and finds nature somewhat disturbing. She personally views loyalty unfavorably and does not care about friendship. She dreams of crafting a masterwork someday.

She actively avoids exciting or stressful situations. She is extremely confident of herself in situations requiring her skills. She is slow to anger. She tends to be a little wasteful when working on projects. She generally acts impartially and is rarely moved to mercy. She tends to be passive in discussions. She has a noticeable lack of perseverance. She is not particularly interested in what others think of her. She is very humble. She is trusting. She can handle stress. She can occasionally lose focus on the matter at hand. She has a tendency toward forming deep emotional bonds with others. She scratches her nose when she's nervous. She needs alcohol to get through the working day. She doesn't really care about anything anymore.

Lasher Aslot's who is swimming in the moat attacks Tekkud with a silver whip and misses.

--

War Leader Ngoso gets away from Tekkud in the water and climbs out of the moat.

Ngoso immediately hacks with her iron battle axe and missing Taupe.

Taupe steps aside from Ngoso's relenting attack, stabs with his iron spear and punctures the right lung of Ngoso.

--

Pikeman Stozu climbs out of the moat and strikes at Sanctume who blocks the attack.

Sanctume bashes Stozu, fracturing the right hand; and bashes the head with the silver mace resulting in blood oozing out of the copper helm.

Zefon strikes Stozu in the right hand with a draltha bone bolt.

Sanctume continues to bash Stozu in the head, and this time jamming Alaknikot in the skull.

__

Tekkud is swimming away heading further to the southwest, away from the horde of goblins scrambling up the moat, and away from half of the siege still in the northwest.

--

Angus kicks Axeman Usbu who is trying to climb up the moat in the head, stunning her.

Taupe stabs Usbu in the right lower arm.

Fairybrow hacks Usbu in the head with his iron battle axe and the upper spine sail away in an arc.

--

Marksdwarf Likot shoots a silver bolt from some distance aiming for Ngoso. Ngoso jumps away from a flying silver bolt and slams onto Recruit Bub in the water.

Maceman Mac who is struggling in the water and dives away from Ngoso's fall. Bub took the brunt of the impact, falls over and gives into pain in the moat.

Taupe stabs Bub in the head with his iron spear.

Angus hacks Ngoso in the leg with her iron battle axe.

__

Crossbowman Gas climbs out of the moat to the west bank and shoots iron bolts.

Bowman Osnun, Crossbowman Mob, Hammerman Snodub, and Pikeman Damsu are among the goblins in the moat nearest to the west gate.

Damsu strikes twice at Taupe from the moat, both attacks miss.

Vortex and Angus simultaneously hacks Damsu in the head.

Sanctume bashes Damsu in the head several times.

Damsu's mangled corpse sank to the bottom of the moat.

Osnun is being barraged by silver bolts from Marksdwarf Likot.

Mob dives away from draltha bone bolts of Marksdwarf Zefon, but still gets hits in the left upper leg.

--

Osnun and Mob swims south of the west gate, away from the marksdwarves' barrage of bolts.

Tekkud manages to remain un-hit from bolts and arrows despite being in the middle of the moat and swimming southwest. Tekkud is now a dabbling swimmer.

--

Axeman "Z-axe" swims towards the west bridge overtaking Hammerman Snodub.

Z-axe climbs out of the moat, and swings the iron battle axe three times towards Sanctume, all miss.

Z-axe misses an overheard chop towards Angus who scrambled away.

Sanctume punches Z-axe on the lower lip and it collapsed.

Sanctume bashes the silver mace towards Z-axe's head and was blocked, so Sanctume bashes the left foot instead, pinning Z-axe in place.

Taupe followed Sanctume's attack on Z-axe with a stab of the iron spear that cuts off the left foot.

The spear lodge firmly and Taupe pulls on the embedded spear.

Sanctume bashes Z-axe in the skull jamming the silver mace there.

Spoiler: Chapter 14 Siege Unit Report (click to show/hide)

Goblin Scout Squad

- 'Bax' Bax Urarotak, Goblin Spearman, Squad Leader (killed by Taupe, bronze spear in head)
- 'Bub' Stosbub Smunstugoslust, Goblin Recruit (killed by Taupe, bronze spear in head)
- 'Zom' Zom Ngokangolang, Goblin Recruit (dead vs Sanctume and Kubuk, iron short sword tears tendons in the skull)
- 'Utes' Utes Ozudsmumu, Goblin Recruit (killed by Kubuk, iron short sword through skull)
- 'Tode' Tode Zomunes, Goblin Axeman (captured in cage trap)
- 'Atuk' Atu Kodolngo, Goblin Recruit (killed by Olon of Earthen, iron battle axe decapitate head)

Goblin Assault, 1st Squad

- 'Bosa' Bosa Musnguslu, Goblin Crossbowman (dead vs Kubuk, Olon, and Fairybrow)
- 'Nako' Nako Urarrosp, Goblin Spearman (dead vs Kubuk, and Vortex)
- 'Az' Azstrog Uslotsnamoz, Goblin Bowman (dead vs Kubuk, and Tekkud)
- 'Kuts' Stasosts Kutsmobnokast, Goblin Crossbowman (killed by Taupe, iron spear tears brain)

Goblin Assault, 2nd Squad

- 'Osta' Osta Ngoslunarar, Goblin Pikeman (killed by Kubuk, iron short sword spills guts)
- 'Amxy' Amxy Osousbu, Goblin Maceman (killed by Vortex, iron battle axe tore apart pancreas)
- 'Snang' Snang Ngasmauksos, Goblin Pikeman (dead vs Kubuk, and Angus)
- 'Stabby' Stasost Bosaomo, Goblin Pikeman (dead vs Taupe, Vortex, and Sanctume)

Goblin Assault, 3rd Squad

- 'Hams' Bosa Olngoang, Goblin Hammerman (killed by Tekkud, bronze spear tears brain)
- 'Phas' Bosa Basnungxusphas, Goblin Recruit (dead vs Angus, Vortex, Sanctume, and Tekkud, bronze spear shatters skulls)
- 'Usbu' Usbu Omagngom, Goblin Axeman (dead vs Sanctume, Tekkud, Taupe, Fairybrow, iron battle axe severed head and upper spine)
- 'Mob' Kutsmob Slazstodno, Goblin Crossbowman (uninjured, shooting from moat)

Goblin Regular, 1st Infantry

- 'Osnun' Osnun Uksossnodub, Goblin Bowman (injured vs Zegon, draltha bone bolt in left upper leg)
- 'Gas' Xuspgas Ugsnormato, Goblin Crossbowman (uninjured, shooting from northwest moat bank)
- 'Mac' Nako Aturemzu, Goblin Maceman (injured vs Zefon, disarmed, draltha bone bolt in left hand)

• 'Ngoso' - Ngoso Rudngom, Goblin Axeman (dead vs Taupe and Angus, iron battle battle axe cut leg

Goblin Regular, 2nd Infantry

- 'Stozu' Stozu Utessnumno, Goblin Pikeman (killed by Sanctume, silver mace in the skull)
- 'Aslot' 'Aslot Omosponga, Goblin Lasher (uninjured, sighted in west moat)
- 'Z-axe' Zolak Atusmur, Goblin Axeman (dead vs Taupe and Sanctume, silver mace jams in head)
- Snodub' Snodub Zogastsstosbub, Goblin Hammerman(uninjured, sighted in west moat

Goblin Regular, 3rd Infantry

• 'Damsu' - Bax Axodamsu, Goblin Pikeman (dead vs Vortex, Angus, and Sanctume, multiple trauma on head)

Troll Shock Troop, 1st Pack

- 'Zolak' Zolak, Troll Pack Leader (sighted in northwest moat)
- 'Dos' Dosntgosp, Troll (sighted in northwest moat)
- 'Nom' Ngom, Troll (sighted in northwest moat)
- 'Uslu' Ngnuslu, Troll (sighted in northwest moat)
- 'Stro' Strodno, Troll (sighted in northwest moat)
- 'Ogg' Olngo, Troll (sighted in northwest moat)

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on October 08, 2015, 12:58:08 am

Tekkud. Of course it would be Tekkud.

I actually played this siege a few times before it passed to you, Sanctume. Every time there was any fighting near the water, Tekkud ended up in the moat. *Every. Time.*

I noticed her because, *in theory*, she's our second best combat unit (tied with Taupe as our only other megalegendary speardwarf) but she rarely gets many kills and *dang* if she doesn't have a thing for falling into the moat at the first opportunity. She's the most accident prone legendary+5 combat dwarf I've ever seen.

I think it might be related to her panicking when in combat? If so, it's fascinating to see how much that personality trait affects her.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 08, 2015, 01:31:27 am

My first thought when Tekkud fell in the moat was to forum-dwarf capture her thoughts, and she was panicking indeed. I was hoping the mist give happy thoughts in the middle of battle.

I need to figure out the settings in the announcements when a martial trance starts, because I only see the text when the trance ends.

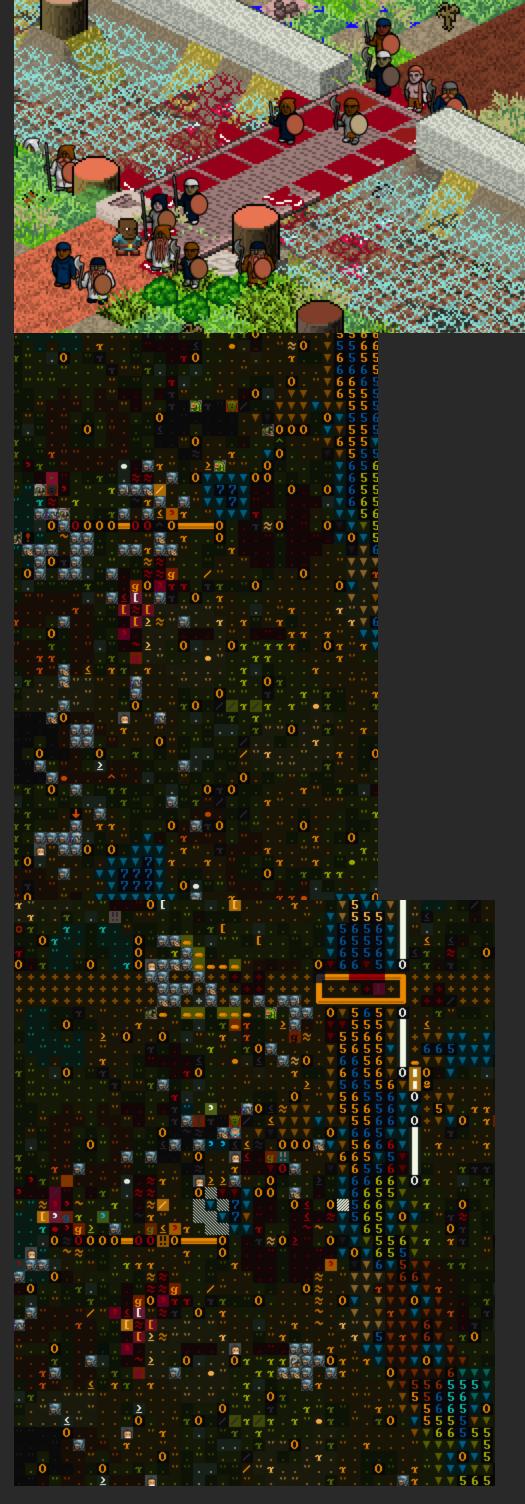
The update tonight took a while because the name "Bax" messed me up. There was a dead Bax previously, and my game notes shows another one and I thought it was the same until I updated the siege report. Same confusion with Bub, Snodub or Stodbub or some such. The troll's name in my siege list screenshot is "Zolak" but for some reason, I typed in "Zorlak." And then a goblin has the same name too, so I look for an easier to read name off the last name of just a nickname.

Shoots, I need to hurry these up. It will be 1 week already Thursday?

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on October 08, 2015, 05:32:48 am

I've been playing some alternate universe Breadbowl as well! Except, instead of going through the bother of trying to keep everyone alive, I just ordered every last dwarf to get their ass to the goblins and CHAAAAAARRRRGGGGEEE!

Spoiler: The bridge of Breadbowl bathes in the blood of innocents (click to show/hide)



Best siege experience I've ever had so far. It's really, really fun. In fact, I might just do it as a challenge fort - no sparring, no danger room, only live training. Meaning most of the dwarves will be completely lacking in combat experience, which means MOAR GRISLY DEATHS! (They did surprisingly well though. Lost something like 20 dwarves.)

So, 20 something loss out of 160 pop is 12.5%. Acceptable? That don't include the children though; iirc, around 45 kids, so 20 / (160-45) is 17% loss. That's like simulating StarCraft, zerg the goblins! :)

The siege is really nice to have for a v.40. How old is Breadbowl, 5 years or so?

p.s. OCD kicks in and corrects Zorlak -> Zolak. I think I've re-read all my notes over 20 times already. I need to step away from it this morning, so I'll be refreshed tonight.

Spoiler: ignore test image not my upload (click to show/hide)



Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on October 08, 2015, 08:25:07 pm

Probably because we've been exporting mountains of Urists worth of consumables to the caravans every year. Goblins want our canapes and tapas.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 08, 2015, 11:36:14 pm

Chapter 15 (A Maize in Field)

Earlier that week before the siege of Breadbowl.

Troll Shock Troop, 1st Pack Leader Zolak ignores the horn. There are immediate games to be hunted for he grows quite hungry demonstrating "charge" to his pack.

Zolak sees his pack stop and wade in the moat, waiting.

Zolak wanders further north and east. Chased more wild boars who disappear beyond the forests. Zolak grows curious at the grinding noise of a stone bridge retracting and appearing again, north of Breadbowl. But the bridge stops retracting so Zolak stops heading east.

Zolak wades in the moat and is attracted to a ripening prickle berry bush. Zolak swims across and ate all the prickle berries against the wall of Breadbowl. Unsatisfied with the berries, Zolak jumps up the smooth alabaster block wall with ease. There are fruit trees, but no fruit, except for some half-rotten fallen fruits, so Zolak eats them regardless. It stinks of smoke here, but there is no fire. Directly south some 30 paces away are farm plots, and golden yellow maize shone in the spring sun. Yummy looking maize thought Zolak...

As the battle rages on at West Bridge, the intensity of concern focuses on a soldier falling in the moat.

ALERT!

Alert was called. Watch sighted a troll inside the walls of Breadbowl. The Watch had scattered earlier when Taupe last ordered everyone to Safe Indoors burrow in an attempt to move the troops away from the moat and restore discipline from battlelust and glory.

Alath reports, "a troll has been sighted inside the walls Commander. SQman is closest to the area. The Watch is spread out from Boneyard to CLG."

Taupe commands, "Watch and Earthen, move north to Butcher."

--

Zolak with incredible speed traverses the 30 paces to the farm and surprised SQman, The His Majesty's ace hunter. Zolak gores SQman in the head with his right horn, bruising the muscle!

SQman knowing his crossbow will be ineffective in close combat, assumes a brawler's stance and gut punched with his right. The troll looks sick.

SQman follows with a haymaker with his left fist, but the troll is tall so it hits only the upper arm.

Despite their close proximity, Zolak charges SQman. The collision knocks SQman tumbling backwards.

SQman stands up and dodges a swing from Zolak. SQman counters with a right cross that misses. As Zolak leans back, he immediately shoves his head forward and gores SQman in the upper body with the left tusk, bruising fat.

The stench in the area noticeable grows stronger and even more foul.

Zolak who is but a hands reach away from SQman, vomits and continue to retch that quenches both SQman and the flourishing maize farm plot with bile, half digested prickle berries and rotten fruits.

Orders to both the Neighborhood Watch and The Earthen Assaults to KILL Zolak. Pyro is 15 paces away but does not have direct line of sight with two doorways in between through Butcher. Olon of Earthen is about 20 paces away and a straight line run.

Screaming in disgusts, and dodging further attacks from the puking troll, SQMan left uppercuts and hits the upper arm. Zolak swings his right arm and SQman dodges. SQman slaps down hard on Zolak's the right lower arm.

This enrages Zolak and swings wildly about. SQMan steps back out of the way and gathered his "gi" and unleashed a right open palm strike in the upper leg causing much bruises.

Zolak swing his muscular arm again, but SQMan jumps away.

The skies are darkening, but no lightning. The air smells of pungent smoke as if it's raining piss.

SQMan enters a trance and gathers the "void" by staring at nothing but aware of everything. Zolak's movements seems to slow down, swings with the left and SQman moves out the way to an open spot and counter strikes: punch in the foot, and elbow in the gut, and a right hook to the ear.

The sight is similar to watching a "kata" demonstration, but this is with a live foe.

Zolak does not like the feeling of being a punching bag and charges SQman off his "void." The collision knocks SQMan tumbling backwards.

Zolak executes a two-handed face smash, but SQman rolls out the way at the last moment. Zolak convulses in bouts of nausea again and vomits on SQMan's leather shoes. This slowed SQman's attempt to slip away. Zolak grabs SQMan's left hand, and retches all over his pants. SQman pulls away, but Zolak is much stronger and gores SQman's neck with his right horn. SQman punches that the right horn but the attack glances away.

Zolak grabs on the SQman's quiver which SQman let go and step away, but Zolak charges again with the collision knocking SQman tumbling backwards.

Zolak's right fist connected with SQmans' chest, then Zolak bats away SQman's right hand. 2-HIT COMBO! SQman counter punched with the left and misses.

Zolak completes a 3-HIT COMBO!! A triple combo of upper body, right lower arm, lower body strikes on SQMan.

Zolak once again employs a "cheesy" strategy of charge and 3-hit combo.

Zolak charges again, causing SQMan to tumble backwards, Zolak begins the triple with a right lower leg when all of a sudden ,"C-C-COMBO BREAKER !!"

SQMan double jabs Zolak's left upper arm while at the same time receiving the body blow to the gut. SQman waits for the third strike but it did not come.

Olon Zonbal, "Olon Helmedtones", Wrestler (and Axedwarf)

The Wrestler (and Axedwarf) Olon Zonbal, 'Olon Helmedstones' of Earthen jumps on Zolak and bites the lower left arm and latching firmly.

Zolak swats a large right hand at Olon that misses, but manages to break free from the nasty bite.

Still enraged, Zolak charges Olon, but Olon jumps away.

Zolak swing wildly about hitting nothing but air.

Olon unstraps his iron battle axe and swings at Zolak's lower body causing bruises.

Olon aims true and hacks Zolak's left hand off along with a large siamang leather left glove.

Zolak charges one more time and Olon jumps away rolling with ease.

Olon stand up and lunges forward and cuts off Zolak's right lower arm.

There is now a matching pair of large siamang leather gloves on the now furrowed maize farm plot.

SQman, redline beaten as he is, rushes Zolak with a rising dragon punch, "SHORYUKEN!" and misses badly. Hand-less, Zolak kicks SQman on the way down from a silly jumping punch. Zolak kicks SQman's left hand that explodes into gore!

SQMan's left hand is mangled beyond recognition.

"Bleeding. Ability to grasp somewhat impaired."

Now picture this hand-less troll who just kicked "SQman in mid-air shoryuken" on the left hand with its left feet.

Olon sweeps low with his iron battle axe and hacks Zolak's right foot off along with fur sock and leather shoes.

Zolak falls over, along with SQman.

Zolak manages to grab SQman by the right thumb, using the Zolak's footless right upper leg. but then loses the grip.

Zolak then grabs SQman's alpaca wool dress, using Zolak's right armpit.

Zolak gores SQman in the head with his left horn and the injured part explodes into even more gore!

An artery has been opened by the attack.

`SQman' Muthkattashem, "`SQman' Mansionpull", His Majesty's ace hunter has been found dead.

Olon Zonbal, 'Olon Helmedstones' of The Earthen Assault, Wrester (and Axeman), "Death is all around us. This is truly horrifying." Olon swings mightily with her iron battle axe and hacks Zolak in the neck.

Zolak loses his large giant cave spider silk cap and proceeds to quench the rest of the maize farm plot with troll blood.

Spoiler: Chapter 15 Siege Unit Report (click to show/hide)

Goblin Scout Squad

'Bax' - Bax Urarotak, Goblin Spearman, Squad Leader (killed by Taupe, bronze spear in head)

- 'Bub' Stosbub Smunstugoslust, Goblin Recruit (killed by Taupe, bronze spear in head)
- 'Zom' Zom Ngokangolang, Goblin Recruit (dead vs Sanctume and Kubuk, iron short sword tears tendons in the skull)
- 'Utes' Utes Ozudsmumu, Goblin Recruit (killed by Kubuk, iron short sword through skull)
- 'Tode' Tode Zomunes, Goblin Axeman (captured in cage trap)
- 'Atuk' Atu Kodolngo, Goblin Recruit (killed by Olon of Earthen, iron battle axe decapitate head)

Goblin Assault, 1st Squad

- 'Bosa' Bosa Musnguslu, Goblin Crossbowman (dead vs Kubuk, Olon, and Fairybrow)
- 'Nako' Nako Urarrosp, Goblin Spearman (dead vs Kubuk, and Vortex)
- 'Az' Azstrog Uslotsnamoz, Goblin Bowman (dead vs Kubuk, and Tekkud)
- 'Kuts' Stasosts Kutsmobnokast, Goblin Crossbowman (killed by Taupe, iron spear tears brain)

Goblin Assault, 2nd Squad

- 'Osta' Osta Ngoslunarar, Goblin Pikeman (killed by Kubuk, iron short sword spills guts)
- 'Amxy' Amxy Osousbu, Goblin Maceman (killed by Vortex, iron battle axe tore apart pancreas)
- 'Snang' Snang Ngasmauksos, Goblin Pikeman (dead vs Kubuk, and Angus)
- 'Stabby' Stasost Bosaomo, Goblin Pikeman (dead vs Taupe, Vortex, and Sanctume)

Goblin Assault, 3rd Squad

- 'Hams' Bosa Olngoang, Goblin Hammerman (killed by Tekkud, bronze spear tears brain)
- 'Phas' Bosa Basnungxusphas, Goblin Recruit (dead vs Angus, Vortex, Sanctume, and Tekkud, bronze spear shatters skulls)
- 'Usbu' Usbu Omagngom, Goblin Axeman (dead vs Sanctume, Tekkud, Taupe, Fairybrow, iron battle axe severed head and upper spine)
- 'Mob' Kutsmob Slazstodno, Goblin Crossbowman (uninjured, shooting from moat)

Goblin Regular, 1st Infantry

- 'Osnun' Osnun Uksossnodub, Goblin Bowman (injured vs Zegon, draltha bone bolt in left upper leg)
- 'Gas' Xuspgas Ugsnormato, Goblin Crossbowman (uninjured, shooting from northwest moat bank)
- 'Mac' Nako Aturemzu, Goblin Maceman (injured vs Zefon, disarmed, draltha bone bolt in left hand)
- 'Ngoso' Ngoso Rudngom, Goblin Axeman (dead vs Taupe and Angus, iron battle battle axe cut leg

Goblin Regular, 2nd Infantry

- 'Stozu' Stozu Utessnumno, Goblin Pikeman (killed by Sanctume, silver mace in the skull)
- 'Aslot' 'Aslot Omosponga, Goblin Lasher (uninjured, sighted in west moat)
- 'Z-axe' Zolak Atusmur, Goblin Axeman (dead vs Taupe and Sanctume, silver mace jams in head)
- Snodub' Snodub Zogastsstosbub, Goblin Hammerman(uninjured, sighted in west moat)

Goblin Regular, 3rd Infantry

• 'Damsu' - Bax Axodamsu, Goblin Pikeman (dead vs Vortex, Angus, and Sanctume, multiple head trauma

Troll Shock Troop, 1st Pack

- 'Zolak' Zolak, Troll Pack Leader (dead vs SQman and Olon, iron battle axe hacks neck)
- 'Dos' Dosntgosp, Troll (sighted in northwest moat)
- 'Nom' Ngom, Troll (sighted in northwest moat)
- 'Uslu' Ngnuslu, Troll (sighted in northwest moat)
- 'Stro' Strodno, Troll (sighted in northwest moat)
- 'Ogg' Olngo, Troll (sighted in northwest moat)

Breadbowl Militia, Neighborhoood Watch

• 'SQman' - 'SQman' Muthkattashem, "'SQman' Mansionpull", His Majesty's ace hunter (killed by Zolak, left horn gores head)

Quote from: QuQuasar on August 14, 2015, 07:22:15 pm

Crops being grown:

Maize, Potato, Prickle berries, Rice, Rye, Sweet Potato, Whip vines

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on October 09, 2015, 12:36:19 am

Holy crap. Did *not* see that coming.

Rest easy, brave dwarf, knowing that your sacrifice saved our sweet, sweet corn-stalks. And fertilised them, even! Y'know, with your brain.

A year from now that farm plot will grow the sweetest, largest corn on the cob. Every dwarf in breadbowl will walk past them, and remember in silence the loss of a brave hunter and brilliant tactitian. And that night they'll raise a mug of maize beer in your name, in memory of an overseer, a hunter... a friend.

Goodbye, dearest SQman. May weeping gorlaks sing you to your sleep.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 09, 2015, 01:03:26 am

This was a very intense fight, and I too did not see it coming.

I was focused and really concerned when Tekkud fell in the moat.

I pause and unpause, then write my raw notes keeping track on who attacks whom.

I did this for many hours, filling 19 google docs pages worth of raw notes just on the siege alone.

Then I saw a troll fighting report. Crap, it's inside?! How?!

Was it in the reports pages all this time and I miss it? Nopes, Frickin Zolak just got there.

My phobia about military units not wearing metal helms come and bite me in the arse.

Play it out, there's a chance. C'mon SQman, disengage. Nopes, SQman goes Ryu / Ken on Zangief / Blanka.

I even did Individual kill orders on everyone near, and Olon, man, frickin sprinted the 20 tiles straight onto Zolak.

There's hope! Shit yeah, kick Zolak's ass Olon! C'mon SQman, just back off? Nopes, got to get another hit in... and the rest is history.

It was a legit kill, and as I write the story, I put Zorlak Zolak name dropping, reference by that goblin war leader rumors to have a troll

father name Zolak. Foreshadowing and stuff. Then I remember the "cloud of profane smoke" and weave that in too in the tale, maybe hint it to help cause the vomiting and retching.

p.s. the siege isn't over at this point.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: SQman on October 09, 2015, 10:26:48 am

First dwarven blood this year and it's me. Well, at least i've died fighting a troll, not a hamster. I'm glad I'll finally fill my pretentiously opulent silver sarcophagus and spend eternity with my favourite gorlak. Now them dwarves need to fight extra fiercely: they have to protect their farms AND avenge a delusional, eccentric ex-overseer who had almost turned the fortress into an aquarium once.

Fun fact: I actually wanted some terrifying monster to protect my tomb. Like a troll, ogre or a semi-megabeast of some kind. I've failed to catch one in time and suddenly a gorlak.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on October 09, 2015, 10:44:54 am



Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 09, 2015, 10:55:16 am

Quote from: SQman on October 09, 2015, 10:26:48 am

First dwarven blood this year and it's me. Well, at least i've died fighting a troll, not a hamster. I'm glad I'll finally fill my pretentiously opulent silver sarcophagus and spend eternity with my favourite gorlak. Now them dwarves need to fight extra fiercely: they have to protect their farms AND avenge a delusional, eccentric ex-overseer who had almost turned the fortress into an aquarium once.

Fun fact: I actually wanted some terrifying monster to protect my tomb. Like a troll, ogre or a semi-megabeast of some kind. I've failed to catch one in time and suddenly a

If Armok deems us in Breadbowl worthy to survive, there is 'Tode' - Tode Zomunes, Goblin Axeman (captured in cage trap). Now, I wonder if SQman wants this caged or chained; clothed or naked; armed or unarmed. Choices, choices. Hiddenleafguy will just have to handle the logistics in procuring the right tools for the job I suppose.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 09, 2015, 11:11:23 am

Chapter 16 (On the Sixth Day)

Then Armok looked over all he had forged, and he saw that it was very fine! Thus evening passed and morning came, marking the sixth day.

-- Worlds Of Forging, unknown scribe

Goblin Assault, 3rd Squad

• 'Mob' - Kutsmob Slazstodno, Goblin Crossbowman (uninjured, shooting from moat)

Goblin Regular, 1st Infantry

• 'Osnun' - Osnun Uksossnodub, Goblin Bowman (injured vs Zefon, draltha bone bolt in left upper leg)

It is now the 8th of Granite, 240, Early Spring.

Tekkud is swimming in the moat 4 paces to the south west. She manages to jump away and not get hit by bolts and arrows. There are 5 trolls and 17 goblins left in the siege, less one caged goblin.

Bowman Osnun just swam a submerged tunnel below the moat and into the inside murky pool. Crossbowman Mob is likely to follow suit for he too is swimming just south of the west gate.

The death of SQman is quite sobering and fills everyone's thoughts of revenge. The immediate issue is Tekkud being alone in the moat with arrows and bolts raining down on her.

Taupe orders, "Earthen, pick them off the murky pool when those archers surface," pointing at Osnun and Mob. "Shafts gather on the north side of the west gate, out of sight. Watch, regroup with us."

The question Taupe ponders on: do we drop the bridge, or have Watch exchange bolts and thin them out some more? The answer depends if Tekkud climbs back inside, or climbs out the other side of the moat.

Sanctume runs for the hall and orders the creation of Corpse Retrieve burrow to tend to SQman. Hiddenleafguy says, "Oh, hey, clear glass project buildings are complete. The orders for Bags, Sand, Ash, Potash, Pearlash, and Raw Clear Glass are starting." Sanctume nods and he runs back to the west gate.

--

Tekkud Betankulet, "Tekkud Calmabbey", Spearmaster has left the martial trance.

Alath reports, "The Goblins are on the move, and heading west. The trolls remain gathered in the moat on the northwest still."

Osnun climbs into Breadbowl.

Taupe stabs Osnun in the right leg with this iron spear, "This is my fight too. I will take revenge." Sanctume bashes Osnun in the head, jamming the mace in the skull, "This cannot horrify me."

Alath reports, 'Seven Goblins remain in sight, and the five Trolls are wading in the moat heading south towards the west bridge."

Mob jumps out of the inside murky pools.

Marksdwarf Alath shoots Mob in the right lower arm with a silver bolt, severing motor nerve.

Kubuk does a bone fracturing stab at Mob's left upper leg.

Marksdwarf Kogan shoots Mob in the left hand with a silver bolt, severing nerves.

Mob loses hold of the iron crossbow and falls over.

Kubuk's repeatedly slashes on the head that are deflected by the iron helm, until the iron helm fell off.

"Hear ye, hear ye, hear ye citizens of Breadbowl. Ahem.

The duke Gwolfski Uristirtir Daggerdangles mandates a creation of Millstone."

A burial team retrieves the mangled remains of SQman and heads for the tombs.

Tekkud is now on the submerged upslope to the southwest of the moat and seems to climb out of the west bank.

Taupe bellows, "Pull the lever, we are going out!"

Spoiler: Chapter 16 Siege Unit Report (click to show/hide)

Goblin Scout Squad

- 'Bax' Bax Urarotak, Goblin Spearman, Squad Leader (killed by Taupe, bronze spear in head)
- 'Bub' Stosbub Smunstugoslust, Goblin Recruit (killed by Taupe, bronze spear in head)
- 'Zom' Zom Ngokangolang, Goblin Recruit (dead vs Sanctume and Kubuk, iron short sword tears tendons in the skull)
- 'Utes' Utes Ozudsmumu, Goblin Recruit (killed by Kubuk, iron short sword through skull)
- 'Tode' Tode Zomunes, Goblin Axeman (captured in cage trap)
- 'Atuk' Atu Kodolngo, Goblin Recruit (killed by Olon of Earthen, iron battle axe decapitate head)

Goblin Assault, 1st Squad

- 'Bosa' Bosa Musnguslu, Goblin Crossbowman (dead vs Kubuk, Olon, and Fairybrow)
- 'Nako' Nako Urarrosp, Goblin Spearman (dead vs Kubuk, and Vortex)
- 'Az' Azstrog Uslotsnamoz, Goblin Bowman (dead vs Kubuk, and Tekkud)
- 'Kuts' Stasosts Kutsmobnokast, Goblin Crossbowman (killed by Taupe, iron spear tears brain)

Goblin Assault, 2nd Squad

- 'Osta' Osta Ngoslunarar, Goblin Pikeman (killed by Kubuk, iron short sword spills guts)
- 'Amxy' Amxy Osousbu, Goblin Maceman (killed by Vortex, iron battle axe tore apart pancreas)
- 'Snang' Snang Ngasmauksos, Goblin Pikeman (dead vs Kubuk, and Angus)
- 'Stabby' Stasost Bosaomo, Goblin Pikeman (dead vs Taupe, Vortex, and Sanctume)

Goblin Assault, 3rd Squad

- 'Hams' Bosa Olngoang, Goblin Hammerman (killed by Tekkud, bronze spear tears brain)
- 'Phas' Bosa Basnungxusphas, Goblin Recruit (dead vs Angus, Vortex, Sanctume, and Tekkud, bronze spear shatters skulls)
- 'Usbu' Usbu Omagngom, Goblin Axeman (dead vs Sanctume, Tekkud, Taupe, Fairybrow, iron battle axe severed head and upper spine)
- 'Mob' Kutsmob Slazstodno, Goblin Crossbowman (dead vs Alath, Kogan and Kubuk, iron short short repeated slashes to head)

Goblin Regular, 1st Infantry

- 'Osnun' Osnun Uksossnodub, Goblin Bowman (dead vs Zefon, Taupe and Sanctume, silver made jams in skull)
- 'Gas' Xuspgas Ugsnormato, Goblin Crossbowman (uninjured, shooting from northwest moat bank)
- 'Mac' Nako Aturemzu, Goblin Maceman (injured vs Zefon, disarmed, draltha bone bolt in left hand)
- 'Ngoso' Ngoso Rudngom, Goblin Axeman (dead vs Taupe and Angus, iron battle battle axe cut leg

Goblin Regular, 2nd Infantry

- 'Stozu' Stozu Utessnumno, Goblin Pikeman (killed by Sanctume, silver mace in the skull)
- 'Aslot' 'Aslot Omosponga, Goblin Lasher (uninjured, sighted in west moat)
- 'Z-axe' Zolak Atusmur, Goblin Axeman (dead vs Taupe and Sanctume, silver mace jams in head)
- Snodub' Snodub Zogastsstosbub, Goblin Hammerman(uninjured, sighted in west moat)

Goblin Regular, 3rd Infantry

• 'Damsu' - Bax Axodamsu, Goblin Pikeman (dead vs Vortex, Angus, and Sanctume, multiple head trauma

Troll Shock Troop, 1st Pack

- 'Zolak' Zolak, Troll Pack Leader (dead vs SQman and Olon, iron battle axe hacks neck)
- 'Dos' Dosntgosp, Troll (uninjured, sighted in northwest moat, moving south)
- 'Nom' Ngom, Troll (uninjured, sighted in northwest moat, moving south)
- 'Uslu' Ngnuslu, Troll (uninjured, sighted in northwest moat, moving south)
- 'Stro' Strodno, Troll (uninjured, sighted in northwest moat, moving south)
- 'Ogg' Olngo, Troll (uninjured, sighted in northwest moat, moving south)

Breadbowl Militia, Neighborhoood Watch

• 'SQman' - 'SQman' Muthkattashem, "'SQman' Mansionpull", His Majesty's ace hunter (killed by Zolak, left horn gores head)

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: faiy eyebrow on October 09, 2015, 10:14:10 pm

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 09, 2015, 10:36:24 pm

Chapter 17 (Vengeful Thoughts)

Goblin Regular, 1st Infantry

- 'Gas' Xuspgas Ugsnormato, Goblin Crossbowman (uninjured, shooting from northwest moat bank)
- 'Mac' Nako Aturemzu, Goblin Maceman (injured vs Zefon, disarmed, draltha bone bolt in left hand)

Goblin Regular, 2nd Infantry

- 'Aslot' 'Aslot Omosponga, Goblin Lasher (uninjured, sighted in west moat)
- 'Snodub' Snodub Zogastsstosbub, Goblin Hammerman(uninjured, sighted in west moat)

Goblin Regular, 3rd Infantry

- 'Usbud' Utes Usbudusmud, Goblin Maceman
- 'Stas' Stasost Ostaat, Goblin Recruit

Troll Shock Troop, 1st Pack

- 'Dos' Dosntgosp, Troll (uninjured, sighted in northwest moat, moving south)
- 'Nom' Ngom, Troll (uninjured, sighted in northwest moat, moving south)
- 'Uslu' Ngnuslu, Troll (uninjured, sighted in northwest moat, moving south)
- 'Stro' Strodno, Troll (uninjured, sighted in northwest moat, moving south)
- 'Ogg' Olngo, Troll (uninjured, sighted in northwest moat, moving south)

Marksman Kogan begins shooting as soon as the bridge retracts out.

Hammerman Snodub is unhurt and in the moat, south of the bridge.

Maceman Usbud's head is cut open, bruised upper spine and neck. He is in the moat, north of the bridge.

Recruit Stas' left lower leg is cut open and bruised. She is swimming in the moat next to Usbud.

Taupe orders, "Shafts and Earthen, cross the bridge to West Road. Watch will support from the bridge" Two steps on the west road, Taupe bellows, "Armokdamnit Alath, stay on the bridge!"

Recruit Stas and Maceman Usbud swim towards Alath on the bridge.

Alath blocks a swipe of an iron morningstar with her shield.

Alath then dives dive in the moat after Usbud with thoughts full of vengeance.

The Watch focus fire on Usbud.

The Shafts picks off Stas being nearest the west bank of the moat.

Stas punches Alath in the lower arm.

Alath gurgles, "Death.. this is truly horrifying."

Usbud effectively uses his shield to block the barrage of bolts from Watch

Angus pommel strikes Stas in the lower body with her bismuth bronze battle axe, bruising guts.

Usbud bashes Alath in the upper body with the iron morningstar, and bashes in the left upper leg, bruising both times.

Usbud bashes Alath in the head, fracturing the skull and tearing the brain.

The iron morningstar has lodged firmly in the wound.

Alath Ardeskonos, Marksdwarf has been found dead in the west banks of the moat.

Angus screams with vengeful spittle and chops down mightily on Stas' head, her bismuth bronze battle axe lodged firmly in the skull.

--

Usbud steps on Alth's corpse in an attempt to climb out of the west bank.

Marksman Zefon strikes Usbud's lower arm with draltha bone bolts.

Usbud loses hold of the copper shield.

Axeman Olon hacks Usbud in the head twice but attacks are deflected by the the iron helm.

Usbud swims away and heads to the bridge scrambling up and strikes at Angus, missing.

Angus chops down and cuts off Usbud's left foot.

Angus punches Usbud in the left leg, fracturing bone.

Angus hacks Usbud in the head.

Usbud loses hold of the copper helm, copper shield, and iron morningstar.

--

Troll Dostngosp "Dos" lumbers close towards the bridge from the moat.

Marksman Likot's silver bolt strikes Dos in the neck, bruising the spine.

Dos dives in the water and emerges at the banks.

Dos swings at Sanctume twice, both misssing. Dos swipes from the moat at Angus and misses.

Marksman Likot's silver bolt strikes Dos in the head.

Angus slaps the protruding bolt deeper into Dos head with bismuth bronze battle axe.

Dos has been knocked unconscious in the moat and drowns.

Recruit Atu with Troll Uslo is at the western edge of the forest looking back one last time as she joins her fleeing comrades.

Axeman Tode in the cage trap howls, "No! No leave me!"

12th Granite, 240

Sanctume orders to expand Retrieve Corpse burrow to out here in hopes of get Alath's corpse out of the moat's bank.

Three trolls left: Ngom, Nguslu, and Olngo dumbly remain bathing in the banks of the moat to the north.

Tekkud Betankulet, Spearmaster has bestowed the name "Tenshed Idith" upon a bronze spear! Tekkud reports on station at West Road.

Taupe orders, "Time to kill the trolls. Kill on sight in that area!"

Troll Ogg likes moat and watches Captain Vortex move closer, then suddenly he lunges on the banks swipes his meaty right hand but

misses.

Vortex kicks Ogg in the right hand, then hacks the left foot.

Vortex slaps Ogg's the right cheek with the flat of her iron battle axe, and finally kicks the left upper leg and groin.

Ogg gives into pain sinking in the bottom of the moat.

Angus sprints at the order to kill on sight hack Troll Stro in the left leg, then hacks the right foot so the troll can no longer flee. Tekkud stabs Stro in the lower arm pinning her.

Angus raises her iron battle axe high and swings down mightily, decapitating Stro's head.

Axe Lord Ezum of Earthen sprints at the kill on sight order, with thoughts of vengeance, she grips her iron battle axe and leaps in the air, swings, and lands firmly with her back to Troll Nom. Ezum did not have to look back for she know she hits true. Slowly, Nom's head rolled away as his body slump down into the moat.

So thus ends the Spring Siege of Breadbowl, in the 240th Year of Armok.

Spoiler: Chapter 17 Siege Unit Report (click to show/hide)

Goblin Scout Squad

- 'Bax' Bax Urarotak, Goblin Spearman, Squad Leader (killed by Taupe, bronze spear in head)
- 'Bub' Stosbub Smunstugoslust, Goblin Recruit (killed by Taupe, bronze spear in head)
- 'Zom' Zom Ngokangolang, Goblin Recruit (dead vs Sanctume and Kubuk, iron short sword tears tendons in the skull)
- 'Utes' Utes Ozudsmumu, Goblin Recruit (killed by Kubuk, iron short sword through skull)
- 'Tode' Tode Zomunes, Goblin Axeman (captured in cage trap)
- 'Atuk' Atu Kodolngo, Goblin Recruit (killed by Olon of Earthen, iron battle axe decapitate head)

Goblin Assault, 1st Squad

- 'Bosa' Bosa Musnguslu, Goblin Crossbowman (dead vs Kubuk, Olon, and Fairybrow)
- 'Nako' Nako Urarrosp, Goblin Spearman (dead vs Kubuk, and Vortex)
- 'Az' Azstrog Uslotsnamoz, Goblin Bowman (dead vs Kubuk, and Tekkud)
- 'Kuts' Stasosts Kutsmobnokast, Goblin Crossbowman (killed by Taupe, iron spear tears brain)

Goblin Assault, 2nd Squad

- 'Osta' Osta Ngoslunarar, Goblin Pikeman (killed by Kubuk, iron short sword spills guts)
- 'Amxy' Amxy Osousbu, Goblin Maceman (killed by Vortex, iron battle axe tore apart pancreas)
- 'Snang' Snang Ngasmauksos, Goblin Pikeman (dead vs Kubuk, and Angus)
- 'Stabby' Stasost Bosaomo, Goblin Pikeman (dead vs Taupe, Vortex, and Sanctume)

Goblin Assault, 3rd Squad

- 'Hams' Bosa Olngoang, Goblin Hammerman (killed by Tekkud, bronze spear tears brain)
- 'Phas' Bosa Basnungxusphas, Goblin Recruit (dead vs Angus, Vortex, Sanctume, and Tekkud, bronze spear shatters skulls)
- 'Usbu' Usbu Omagngom, Goblin Axeman (dead vs Sanctume, Tekkud, Taupe, Fairybrow, iron battle axe severed head and upper spine)
- 'Mob' Kutsmob Slazstodno, Goblin Crossbowman (dead vs Alath, Kogan and Kubuk, iron short short repeated slashes to head)

Goblin Regular, 1st Infantry

- 'Osnun' Osnun Uksossnodub, Goblin Bowman (dead vs Zefon, Taupe and Sanctume, silver made jams in skull)
- 'Gas' Xuspgas Ugsnormato, Goblin Crossbowman (fled)
- 'Mac' Nako Aturemzu, Goblin Maceman (fled, injured vs Zefon, disarmed, draltha bone bolt in left hand)
- 'Ngoso' Ngoso Rudngom, Goblin Axeman (dead vs Taupe and Angus, iron battle battle axe cut leg

Goblin Regular, 2nd Infantry

- 'Stozu' Stozu Utessnumno, Goblin Pikeman (killed by Sanctume, silver mace in the skull)
- 'Aslot' 'Aslot Omosponga, Goblin Lasher (fled)
- 'Z-axe' Zolak Atusmur, Goblin Axeman (dead vs Taupe and Sanctume, silver mace jams in head)
- Snodub' Snodub Zogastsstosbub, Goblin Hammerman(fled)

Goblin Regular, 3rd Infantry

- 'Damsu' Bax Axodamsu, Goblin Pikeman (dead vs Vortex, Angus, and Sanctume, multiple head trauma
- 'Usbud' Utes Usbudusmud, Goblin Maceman (dead vs Zefon, Olon, and Angus, iron battle axe)
- 'Stas' Stasost Ostaat, Goblin Recruitkilled by Angus, her bismuth bronze battle axe lodged in the skull)

Troll Shock Troop, 1st Pack

- 'Zolak' Zolak, Troll Pack Leader (dead vs SQman and Olon, iron battle axe hacks neck)
- 'Dos' Dosntgosp, Troll dead vs Likot and Angus, drowned in moat)
- 'Nom' Ngom, Troll (killed by Ezum, iron battle axe decapitated head)
- 'Uslu' Ngnuslu, Troll (fled)
- 'Stro' Strodno, Troll (dead vs Tekkud and Angus, iron battle axe decapitated head)
- 'Ogg' Olngo, Troll (killed by Vortex, kick in the groin, drowned)

Goblin Reserves Count: 12 (fled)

- Bax Ugsnornako, Goblin Axeman (fled)
- Tode Ngebzolosno, Goblin Swordsman (fled)
- Stasost Uteskok, Goblin Bowman (fled)Tode Smunstuslongus, Goblin Lasher (fled)
- Stasost Kutsmobnokast, Goblin Crossbowman (fled)
- Snang Osnolkutsmob, Goblin Crossbowman (fled)
- Bosa Azstrognung, Goblin Lasher (fled)
- Xuspgas Osputnguslu, Goblin Axeman (fled)
- Nguslu Kutsmobtaslor, Goblin Crossbowman (fled)Damsto Spalusong, Goblin Spearman (fled)
- Gorzu Spezsnang, Goblin Bowman (fled)
- Atu Osmospngordax., Goblin Recruit (fled)

Breadbowl Militia, Neighborhoood Watch

- 'SQman' 'SQman' Muthkattashem, "'SQman' Mansionpull", His Majesty's ace hunter (killed by Zolak, left horn gores head)
- 'Alath' Alath Ardeskonos, Marksdwarf (killed by Usbud, iron morningstar tears brain)

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 10, 2015, 12:05:42 am

Epilogue

And He said, "Cast your burdens upon Me Those who are heavily laden, Come to Me, all of you who are tired Of carrying heavy loads, For the labor I will give you is easy And My burden is naught, Come to Me and I will reforge your rest."

Chapter 18 (Honor Thy Fallen Heroes)

13th Granite, 240, Early Spring

Breadbowl is safe for now, but at significant loss of its great members. It is often said that burials are for those who survives. It is ours, the survivors, to take on the tasks of remembering the fallen and to honor their sacrifices for all dwarvenkind.

Alath has been steady vigilance in providing reports, the ever watchful of the Neighborhood Watch. She is survived by her husband Kumil Archtreaty, and two daughters Ustuth Flagentrance and Urdim Fenceshaken.

SQman, words are mere shadow to the greatness of his honor. He oversaw the growth and abundance of Breadbowl in its entire fourth year. He established the Neighborhood Watch to bolster both security and meat source of Breadbowl. He is survived by his wife Imush Wheelscarred, and two children: Dastot Tinchanneled, and Feb Calledracks.

__

Quote from: SQman on September 09, 2015, 07:38:16 am

The Ace Actions, worth at least 62400 . I like the motiff of Splatterstroke being depicted twice. That symbolizes... I don't know what. I like this while "art", but damn, I'm bad at those things.

You know what's really funny? There isn't even a single dwarf who can swing a mace in this fortress. I've assigned a guy I've met at the fishery to the Shafts of Fortifying and gave him this mace. I wish there was someone more worthy than that, but gotta take what I can.

Quote from: SQman on September 22, 2015, 06:28:26 am

We've been securing the caverns when suddenly an uninvited guest showed up. The military dealt with ogres, so a troll shouldn't pose a threat.

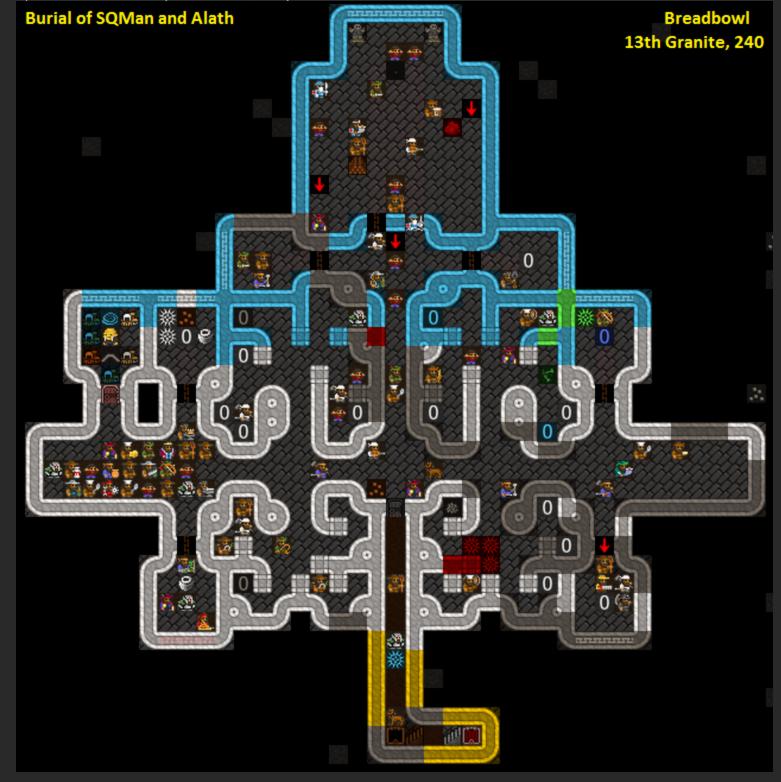
Quote from: SQman on September 22, 2015, 06:28:26 am

Well, it's been a long year. I may not be a great architect, politician, or manager, but this outpost needed someone like me. Someone who would take their time herding animals into their pens, someone to ensure that traders can enter safely, someone who's not afraid of caverns.

I've spent my last days in the office to oversee the construction of the walls. Hopefully the next overseer will complete them.

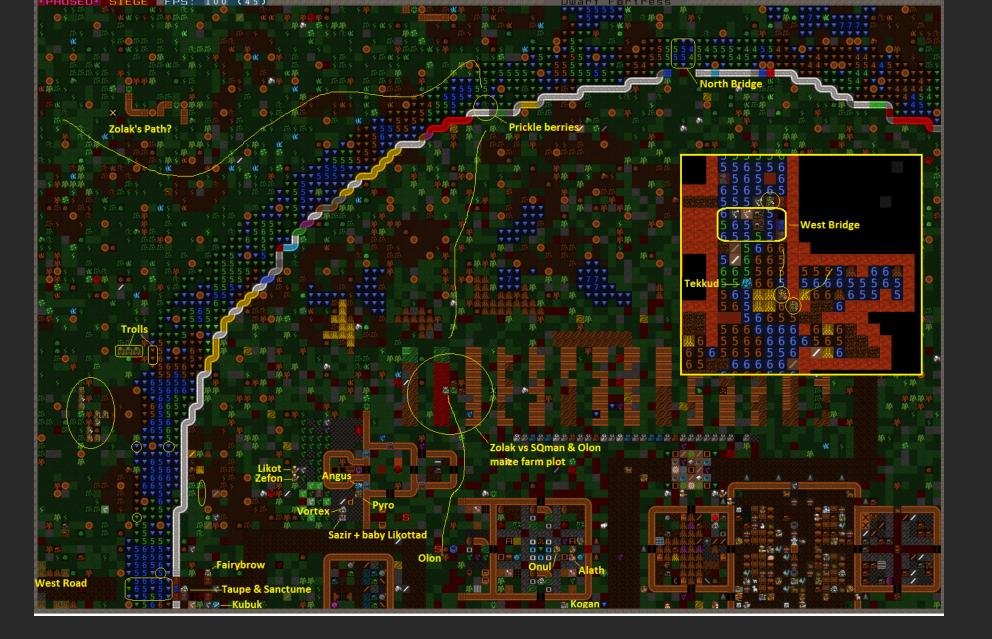
The citizens of Breadbowl gathered in the grand tombs to honor their dead.

Spoiler: Grand Tombs (click to show/hide)



Zefon Lolokdoman is promoted Captain of the Neighbourhood Watch. Later the afternoon, Zefon submits a report of the likely tracks of Zolak into Breadbowl.

Spoiler: Zolak Tracking Report (click to show/hide)



Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Taupe on October 10, 2015, 12:40:38 am

That's a very nice touch, the burrow in the crypts for the burial.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on October 10, 2015, 12:50:26 am

I laid my hands on SQman's coffin, as the gorlak looked at me with its beady eyes. But words escaped me. I could already feel the rumble of impatience building up in the crowd behind me; dwarves didn't like waiting, and a funeral service was not about to be an exception. Just say what you really feel, they nudged. And make it quick.

Well...

"You opened the caverns, even when I explicitly told you there was a gem titan running loose down there. You flooded the entire noble quarters, the one that I spent nearly four seasons carving out. You repealed my law banning all civilian hunting, even as goblins and ogres roam the hills. You built a wall where there was a moat. Sliced my pastures into even more pastures, because why not. And you chopped down May's tree. That was her bloody office, did you know?"

I sighed.

"I'll miss you, you mad bastard."

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 10, 2015, 07:41:35 am

ooc What is the rule regarding the use of minecarts for Quantum stock piles?

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on October 10, 2015, 08:02:15 am

I'd vote preferably not, but it's up to Quasar to decide. Space is hardly at a premium anyway.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 10, 2015, 04:55:48 pm

Chapter 19 (The King's Mandate Remains)

A note, "Life in Breadbowl continues and the King's Mandate remains. My time for sparring diminishes due to the demands of overseeing duties. The spring season report is attached." -- Sanctume

(Year: 240) [Granite - Slate - Felsite] - Hematite - Malachite - Galena - Limestone - Sandstone - TImber - Moonstone - Opal - Obsidian

Barony of Breadbowl Quarterly Report

- 1st Granite, 240. Population: 160
- 31st Felsite, 240. Population: 158

The King's Mandate

Trade Summary

- Total Prepared Meal: +1009
- Total Drink: +1156
- Transaction Date: 15th Granite, 240
- Merchant: A elven caravan of Lenicamela.

Trade Report Bookkeeper 'May' reports the total of Food Storage: 10,020

Meat: 255
Fish: 4
Plant: 4,874
Seeds: 1,071
Drinks: 1,763
Other: 2,054

Note: A delay in the transaction occurs when Safe Indoors is activated for a few days.

Likot of Watch reports, "A cloud of profane smoke has drifted from the northeast heading towards Breadbowl."

Likot observes the cloud of profane smoke smothers over both the stray dogs in the northeast building trap to no apparent effect.

Repeat, no apparent effect.

Before trade stocks

Prepared Meal 1957 (0)Drinks 1847 (75)Total Value: 89,134

After trade stocks

- Prepared Meal 947 (1009) +1009 prepared meals
- Drink 691 (1231) \rightarrow (1231 75) = +1156 drinks
- Breadbowl accepts token offerings of fire clays, a most hopeful breeding pair of Giant Hamsters, and wooden buckets. Value: 2,607

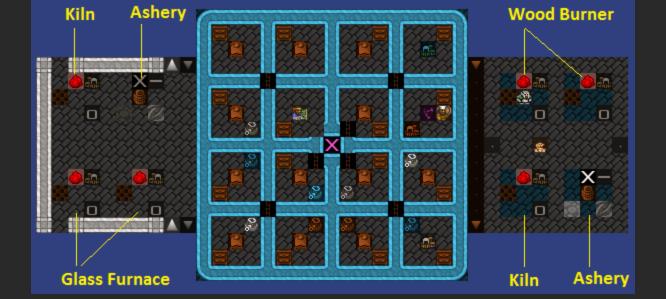
The document is signed by Mayor Quasar and is also indicated as the authorized broker of the completed trade.

Mandate #1 Clear Glass

Goal: Produce 420 clear glass blocks to construct ceilings for below ground farming.



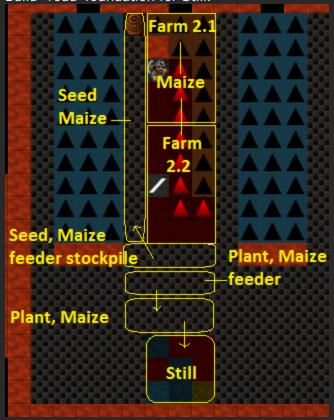
(completed) Buildings to produce clear glass blocks.



(in progress) Produce clear glass blocks.

(in progress) 15 clear glass blocks for Column 2.2: Maize Commence digging area for farm 2.2. Lay 3x5 clear glass blocks. Set seed feeder and seed stockpile for Maize. Set plant feeder and plant stockpile for Maize.

Build "road' foundation for Still.



Mandate #2 Expanded Burrows

Goal: Maintenance of Burrows

(completed) Safe Indoors, expanded to include new mining areas

(completed) Outside In-Wall, include production buildings no indoors within moat walls.

(completed) Wall Construction, expanded z+3 high for higher moat walls.

(completed) Corpse Retrieve, adjust as needed.

(completed) Grand Tombs, created and deleted.

Mandate #3 More Stone

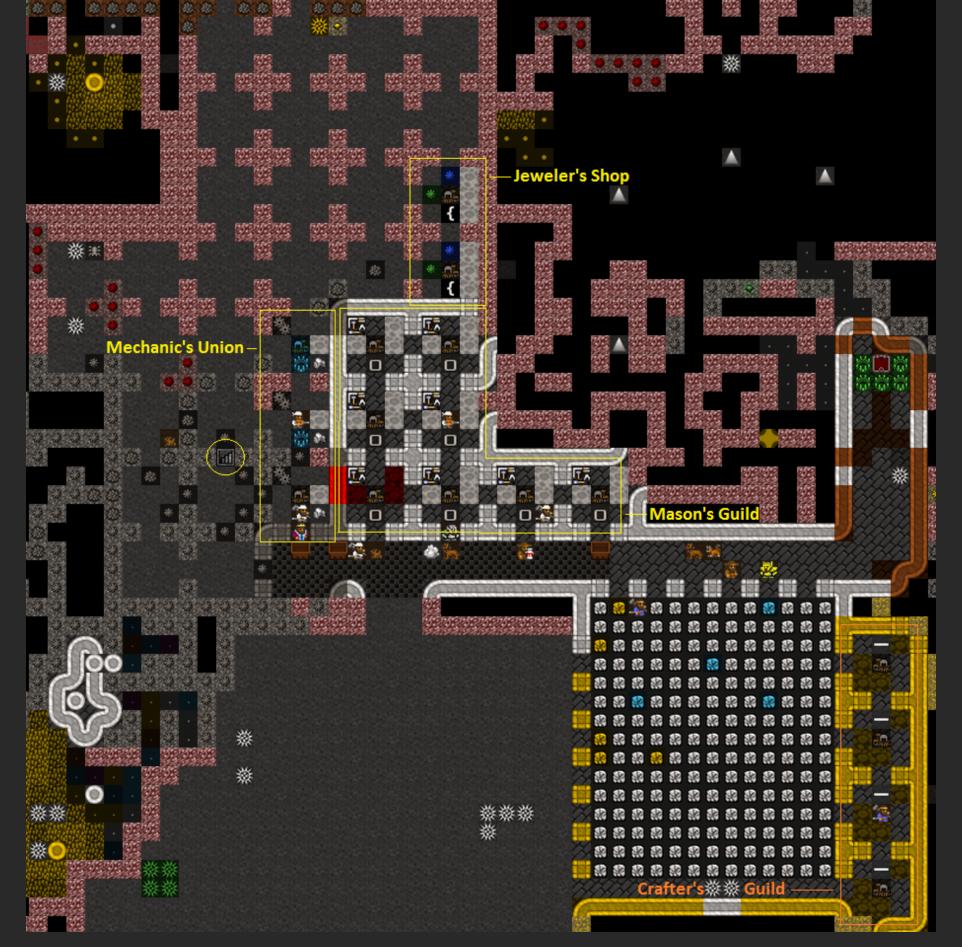
Goal: Produce more stone blocks for construction materials.

(ongoing) The Miner's Union worked throughout the siege to the satisfaction of the Mason's Guild with the abundance of stones and metal ores alike.

(ongoing) The Mason's Guild went full production of stone blocks as per Mandate

(complete) The Mechanic's Union are re-located with 3 new shops.

(complete) The Gem Guild has 2 new Jeweler's workshops.



Mandate #4 Metal Equipment

Goal: Evaluate current military equipment needs. (ongoing) Smelt metal bars, iron and steel bars specially. (ordered) Create minecarts from magma-safe nickel bars. (task) Establish a secure armory. (task) Establish magma forge.

Mandate #5 Moat Wall Construction

Goal: Construct Defensible Wall around Breadbowl (complete) Construction of southwest wall quadrant. (task) Evaluate second level wall (task) Evaluate second level fortification wall

(task) Evaluate roof construction on third level wall

(cask) Evaluate 1001 construction on time level wan

Mandate #6 No Dirt Floor Below Constructions

Goal: Ensure vigilance that no trees growing into any construction in the world.

Sanctume dreams of Armok destroying the world in front of his very eyes. Mushroom trees from below grows and breaks not just the foundation of Breadbowl, but also the very crust of earth and swallow the world to oblivion.

Upon waking up from the nightmare, Sanctume Mandates that all dirt floors must be constructed over with flooring immediately.

Thank Armok, days pass and the nightmare did not return.

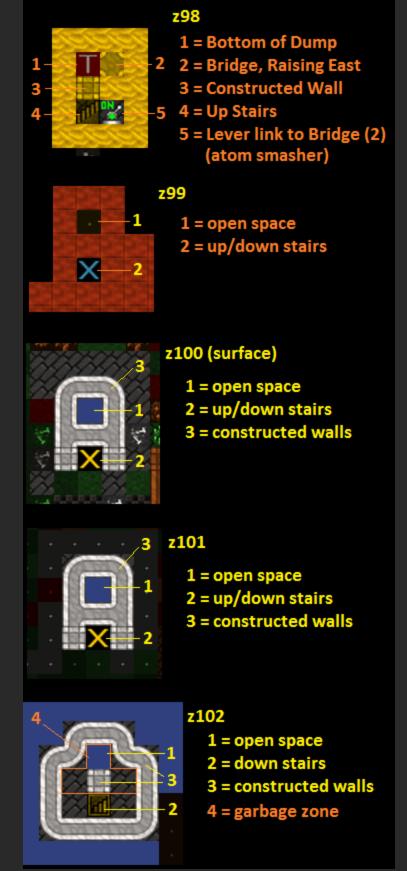
This mandate is not fully completed, however. Some lazy worker designated empty stockpiles to hide the dirt floors. But upon closer inspection, some are still there and poses a world ending situation. I suppose, it's acceptable for now and the mandate shall continue to be in effect.

(complete) Hospital basement 2 flooring (complete) Hospital basement 1 flooring (complete) Hospital flooring. Architect: "S" Sanctume. (task, cheesed) Basement apartments covered in empty stockpile.

Mandate #7 Corpse Duty Services

Goal: Assign dedicated workers to undertake the grim labor of collecting and proper disposal of all sentient remains, mandatory dump orders, and other refuse hauling.

(complete) Atom smasher tower. Architect: "A" Sanctume.



(complete) Chose four happy peasants to have "Corpse Duty" profession (task) Evaluate current Corpse Duty personnel, and adjust accordingly per season.

Mandate #8 Moat Clearance Services

Goal: Remove dirt and trees in moat to ensure body of water water is at least 3 tiles wide.

Goal: Remove dirt and trees in moat adjacent to walls.

(task) Lumberjacks will cut trees even near the walls and moat banks, even outside.

(task) Consider removing walls with adjacent dirt or trees; cut the trees and miners channel the excess dirt.

Mandate #9 Subcommittee: Moat Drain Project

Goal: Provide a means to drain moat in the most efficient method.

Goal: Provides solution to mandate #7 Corpse Duty Services

Goal: Provides solution to mandate #8 Moat Clearance Services

(completed) Plan to use existing aquifer for power reactor

(completed) Plan to use drain parts of moat into existing aquifer

(completed) Plan to use existing aquifer to fill moat

(pending) Awaiting approval from subcomittee on submitted plans.

Mandate #10 Fisherman's Wharf

Goal: Centralized Fishing Guild to use wharf, and streamline fish production line from Wharf to Kitchen. (task) Evaluate location of Fisherman's Wha

Mandate #11 Apartment Expansion

Goal: Build homes to the growing population of Breadbowl.

(completed) Third floor apartment, wall phase 1

(in progress) Third floor apartment, wall & floor phase 2

Mandate #12 Duke's Mandate

The duke Gwolfski Uristirtir Daggerdangles (complete) Mandates a creation a Millstone. (complete) Mandates a creation of 3 Battle Axes. (ongoing) Prohibition of exports: Battle Axes.

Mandate #13 Mayor's Mandate

The mayor Quasar

(complete) Mandates a creation a Bolt.

Mandate #14 Royal Jelly

Goal: Include royal jelly in lavish meals (complete) Order rock hives, and rock jugs

(complete) Build 2 Screw Press

(complete) Build hives next to existing bee hives (complete) Construct floor on termite and ant colonies

Mandate #15 Murky Pool Safety Initiative

Goal: Remove threat of murky pools inside Breadbowl. (complete) Place screw pumps to 3 sites, build necessaries: grates, walls



(task) disassemble pumps upon completion

Other News

- 'Child' Ushat Erarmistem, 'Ushat Leadportals' has grown to become a peasant, and recruits into the ranks of Neighborhood Watch with Hunter, Animal Handling, Butcher and Tanner Labor.
- Udil Likottatlosh transfers to Neighborhood Watch from Civilians (Ranger).
- The Neighborhood Watch is back to 10 strong.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on October 10, 2015, 10:00:17 pm

Quote from: Sanctume on October 10, 2015, 04:55:48 pm

A cloud of profane smoke has drifted from the northeast heading towards Breadbowl.

Likot observes the cloud of profane smoke smothers over both the stray dogs in the northeast building trap to no apparent effect. Repeat, no apparent effect

That is quite possibly the absolute pinnacle of anticlimatism. I demand more SCIENCE to be done! More species! Of different bodysizes! Burrow a dwarf in there! By Armok, we must find out what this evil weather does....

I'd be amused if it turns out to be a verrry slow-acting syndrome.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Urist McVoyager on October 10, 2015, 10:17:35 pm

Woohoo! I've gone from goofing around to three kills at the end of the siege. Angus is on fire now! Literally. Someone should, I don't know, put that out or something.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Taupe on October 10, 2015, 10:25:48 pm

So the smoke is an actual thing, and not a storytelling device? Any chance that it be actual dragonsmoke?

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 10, 2015, 10:57:15 pm

The "cloud of profane smoke" spawns from the NE corner, then drifts over the evil biome, over the NE part of Breadbowl walls, even up to over the forge. Speaking of which, I should roof that forge building.

I stretch myself with too many mini projects. Maybe a daycare penthouse above the doghouse.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: TheBiggerFish on October 10, 2015, 11:26:58 pm

PTW.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on October 11, 2015, 09:43:57 am

Meanwhile, in yet another alternate universe Breadbowl, disturbing things are happening...

Spoiler (click to show/hide)

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The flying water laced with mud [833] strikes The Dwarven Baby in the head!

The Dwarven Baby slams into the militia captain!

The Dwarven Baby slams into an obstacle!

The flying water laced with mud [833] strikes The Dwarven Baby in the lower body!

The Dwarven Baby's left upper leg skids along the ground, bruising the muscle!

The Dwarven Baby's left upper leg skids along the ground, bruising the muscle!

The Dwarven Baby's fifth toe, right foot skids along the ground, shattering the nail!

The Dwarven Baby's lower body skids along the ground, bruising the muscle and bruising the right kidney!

The Dwarven Baby slams into an obstacle!

The flying water laced with mud [833] strikes The Dwarven Baby in the left lower arm!

The Dwarven Baby slams into an obstacle!

The Dwarven Baby rolls away from the water laced with mud [833]!

The Dwarven Baby rolls away from the water laced with mud [833]!
```

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 11, 2015, 11:33:13 am

Water Cannon huh?

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Gwolfski on October 11, 2015, 04:41:23 pm

<u>Quote from: Sanctume on October 11, 2015, 11:33:13 am</u> Water Cannon huh?

probably the swimming pool.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 11, 2015, 05:16:12 pm

Damn this game! Can't I just have a peaceful, no tears, no blood-spilled summer?

p.s. ooc: I swear this summer season is purely an emerging story and I need to spend some time to draft, the works.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 11, 2015, 08:37:02 pm

ooc: this is a report, it's meant to be plain

Chapter 20 (The Duke's Promotion)

A note, "Peace for Breadbowl, but alas, Armok demands blood payment. Am I to pay with my own blood for this, Duke Gwolfski? Remember, she has a grudge on you ever since. The summer season report is attached." -- Sanctume

(Year: 240) Granite - Slate - Felsite [- Hematite - Malachite - Galena] - Limestone - Sandstone - TImber - Moonstone - Opal - Obsidian

Barony of Breadbowl Quarterly Report

1st Hematite, 240. Population: 15830st Galena, 240. Population: 158

The King's Mandate

Trade Summary

• Total Prepared Meal: +2656

• Total Drink: +673

• Transaction Date: 21st Hematite, 240

• Merchant: A elven caravan of Lenicamela.

Trade Report Bookkeeper 'May' reports the total of Food Storage: 11,240

Meat: 0Fish: 0

Plant: 6,104Seeds: 1,054Drinks: 903Other: 3,179

Note: There is a female Tiger among the animals.

Before trade stocks

• Prepared Meal 3177 (0)

• Drinks 903 (575)

• Total Value: 235,904

After trade stocks

- Prepared Meal 521 (2656) +2656 prepared meals
- Drink 230 (1248) \rightarrow (1248 575) = +673 drinks
- Breadbowl accepts token offerings of bars, animals, seeds, cloth and leather. Value: 22,360

The document is signed by Mayor Quasar and is also indicated as the authorized broker of the completed trade.

Mandate #1 Clear Glass

Goal: Produce 420 clear glass blocks to construct ceilings for below ground farming.

Goal: Implement Drink and Food Production (revision 1)

Summary Progress

- 1. Plot 2.1 and 2.2 completed clear glass flooring. 30/420.
- 2. Seed inventory. Dump useless seeds. Cook seeds unplantable in region. Potash shortage due to clear class production, no fertilizations.
- 3. Construct stairs from Depot to entire food levels.
- 4. Begin production on Main Still and Main Kitchens built in bauxite w/ quartzite floor foundation.
- 5. Set Main Meat, Egg, Cheese, Milled, Fish. Set Main Fruits, and Pots.
- 6. Streamlined Main Drink and Main Prepared Meals storage.

Mandate #3 More Stone

Goal: Produce more stone blocks for construction materials.

Summary Progress

- 1. Dig more stones: bauxite, microline, rock salt, quartzite, coals and iron.
- 2. Main Gems, Main Mechanism, Main Coffin & Slabs stock pile.

Mandate #12 Duke's Mandate

The duke Gwolfski Uristirtir Daggerdangles (complete) Mandates a creation of 2 Millstone.

(complete) Mandates a creation of 2 Battle Axes. Duke Gwolfski has ended a mandate.

Mandate #13 Mayor's Mandate

The mayor Quasar

Mayor Quasar has mandated export of bolts prohibited.

Mandate #15 Murky Pool Safety Initiative

Goal: Remove threat of murky pools inside Breadbowl.

Summary Progress

1. Rain in the region re-fills the murky pools a bit. Have pump operators drain the 3 pools again.

End of Quarterly Report

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 12, 2015, 12:46:53 am

Book IV

Chapter 21 (Stubborn Doren)

A note, "I am releasing my journals for the Summer of 240 for the upcoming defense." -- Sanctume

1st Hematite, 240

I am touring the animal pens when I met **Doren** Uristkonos on the way to spin thread.

He is hobbling because his left foot is gone.

He is a pleasant dwarf, and looks to be quite industrious.

I told him that I will order gold crutch at the forge for him and to check with doctor May about it.

He looked doubtful, but smiled his farewell.

The next day, the Planter 'Bearskie' Abagbomrek has organized a party at willow table.

I chose to spend my time sparring instead.

The next day after, a baby has grown into childhood.

On the 4th, Vortex Tunlerteth, militia captain has bestowed the name Custith Thalal upon a iron battle axe. Then we sparred.

A few days later, Duke Gwolfski Uristirtir has mandated the construction of 2 millstones.

Then a couple days after that Mayor Quasar has mandated export of bolts prohibited.

It was the 8th of Hematite, because I quite remember, As Vucarstinthan, Cook has slipped into depression.

She is my adult daughter with her own husband and kids.

The on the 9th Hematite, Mebzuth Kerkol, Fisherdwarf has slipped into depression.

What is going on in Breadbowl?

Speaking of the devil, A elven diplomat, Athe Nawaracani, from Lenicamela has arrived.

I escorted the elf down to the duke's office. Long story short, the elves want to cap our tree cutting to 100 until next year, and the duke grants this request.

12th Hematite

More devil shit! A goblin diplomat, Anig Sheneeko, law-giver, from Behal Rusna has arrived. I seem to recall they are from the **human Civilization**. What happened, I wonder.

Again, I escorted the goblin with 2 human bowman body guards: Edi Galkakonli and Kon. It was a short meeting, Anig said, "It has been a honor Duke Gwolfski. I bid you farewell. I don't trust them.

17th Hematite

A human caravan from Behal Rusna has arrived.

Quasar Ustutharkim, mayor has been re-elected.

There was an election? I was busy sparring to have noted.

The trade activities lasted until the 24th of Hematite.

Midway through the negotiations, the chief medical dwarf May Olinesmul has organized a party at willow table.

She definitely likes my architecture of the new hospital flooring.

I inquired her if someone went to see her about a **gold crutch**.

She did not recall anyone needing a crutch recently. "Stubborn Doren," I muttered to myself.

26th Hematite

I spent time away from my sparring sessions with Planter **Bearskie**.

On the business of farms, I showed him the **seeds** I acquired from the human caravan.

He looked at them with disgust. Most of them will **not grow in this region** so dumping them is the only coarse of action.

Four of those seeds will grow, so he will set small 7 tile plots for Strawberry, Taro, Mung Beans, and Lesser Yams.

We talked of the weather, specifically the report from Likot of Watch, "A cloud of profane smoke has drifted from the northeast heading towards Breadbowl. Likot observes the cloud of profane smoke smothers over both the stray dogs in the northeast building trap to no apparent effect. Repeat, no apparent effect."

Bearskie said, "That is quite possibly the absolute pinnacle of bearshit. It cannot be profane and don't do anything. I demand more SCIENCE to be done! More species! Of different bodysizes! Burrow a dwarf in there! By Armok, we must find out what this evil weather does..."

Taupe happens to be passing by and joined in the conversation, "So the smoke is an actual thing, and not a hallucination of Likot from too much Rat Weed smoke using Glumprong pipes?" Taupe excitedly asks, "Do you think there is any chance that it be actual **dragon** smoke?"

Bearskie added, "I'd be amused if it turns out to be a verrry slow-acting syndrome."

I just stood there dumbfounded and absurdity of it all. Science? Not trusting the Watch's reports? Dragon? Syndromes?

I did not realize Bearskie and Taupe continued talking going to the hall and went to speak with Duke Gwolfski.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on October 12, 2015, 01:14:54 am

Chapter 22 (The Scheme Within)

"I am stunned, and no iron will can hold back the ... " -- Sanctume

This is a continuation of Sanctume's released journal in Breadbowl, Summer of 240.

3rd Malachite

Amazing that I have a full week with no interruption in my sparring.

But all things comes to an end. The duke has summoned me.

"Hullo duke," I said while caressing the engravings in his office.

He asks, "How was your week?"

I quickly replied with great enthusiasm, "A-maaa-zinggg! I.. uhhh...," then caught myself feeling trapped."

I nervously asked, "What is going on?"

Duke: "Commander Taupe has good things to say about your sparring progress."

Me: "Uh huh. I did fall asleep in the barracks most nights."

Duke: "I thought it that a week without 'overseeing' duties is a reward for you to pursue your martial skills."

Me: "So it was not my preparedness and delegation skills handled the week's progress?"

Duke: "Goodness no. There's always Armok wanting blood. No, I took part in 'overseeing' the week. I needed fresh air being accumulated above ground the past 4 years."

I grow suspicious. A week of work that I did not know of.

Me: "What did you do?"

Duke hands me a report, "This. This is not a mandate, so do not include it in your quarterly."

I see a detailed sketch of an above ground dwelling with fortifications, supplies, a bedroom, and a little dwarf inside. Upon the horizon, is a malicious cloud. No. It's smoke.

My heart grew cold. I want to protest. The report's title says, "Special Project: Little House on the Jungle."

Duke: It is for the greater good. For SCIENCE!

I knew all along in the deepest roots of my beard that I am but a pawn in this. I am to just follow orders. It is done.

--

I left the duke's office full of rage, and I knew where to let off steam...

The sparring sessions did not get rougher than lightly tappings. But the surprises in aggressive charges were noticeable. Alaknikot does not glow on these sessions, but this silver mace feels more an extension of my will and movements.

I had woken up on the barracks floor for doing individual drills until exhaustion.

And on the 4th of Malachite, The Shafts of Fortifying, The Earthen Assaults, and Neighborhood Watch gathered in the cramp barracks. I was silent, devoid of feelings or comments. I have found my peace separating passions and duty.

Commander Taupe walks in the center. "For the commitment to excellence in your pursuit to martial skills. For the honor of the defense of Breadbowl. I hereby declare, 'Sanctume' Olinlelum, 'Sanctume Tongswane attains the title, Mace Lord, The First Mace Lord of Breadbowl."

I am stunned, and no iron will can hold back the flood of emotions when the entire company cheers, "Huzzah! Huzzah! Huzzah!"

All I could say is, "I need a drink."

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on October 12, 2015, 01:27:46 am

Chapter 23 (Witness, Giant Hamsters)

"I lost my mind!" -- Sanctume

This is a continuation of Sanctume's released journal in Breadbowl, Summer of 240.

5th Malachite, morning

I saw Doren at the animal pens still limping and leading a Tiger out of it's cage.

Doren: "Here's your new home, girl!"

Me: "Our Tiger looks great."

I wanted to ask Doren about the gold crutch I ordered, but what's the point when clearly he is a stubborn dwarf.

--

Word reached me that Mebzuth Kerkol is throwing a tantrum!

That Mebzuth went to Quasar's office, and locked himself in.

I hope Mebzuth will be ok.

5th Malachite, afternoon

Duke Gwolfski has ended a mandate.

Still, Mebzuth Kerkol is throwing a tantrum!

No way!

Mebzuth is picking a fight with our new tiger!

__

Fisherman Mebzuth, punches the Tiger, but the Tiger jumps away.

The Soap Maker, Morul Kodlolok joins in, fighting the Tiger. The Planter, Toul Endokkoman joins in, fighting the Tiger. Ranger Udil Likottatlosh joins in, fighting the Tiger. Miller Urvad Abanlemis joins in, fighting the Tiger. Brewer Mistem joins in, fighting the Tiger.

Militia Captain Thob Lorstelid joins in.

The Tiger scratches Thob in the neck, lightly tapping the target.

Militia Captain Thob Lorstelid, "I must withdraw!"

Weaver Kogan Athelgatin

The Tiger scratches Thob in the neck, lightly tapping the target.

Kogan Athelgatin, "I must withdraw!"

The Tiger looks sick, retched, loses a third rear toe.

Fisherman Mebzuth, stabs the Tiger in the head with his iron short sword.

--

I lost my mind!



Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 12, 2015, 02:09:32 am

Hamateur.

Daisy, I went.

Chapter 24 (Irony of Sacrifices)

Sanctume sees life as unfair and doesn't mind.

This is a continuation of Sanctume's released journal in Breadbowl, Summer of 240.

5th Malachite, evening

I sure will not use my weapon against a dwarf of Breadbowl. Not when the choice is between a dwarf and animal.

My thoughts grew dark at the possibility of facing that choice in a fight between dwarves.

Worse, "sacrificing" a dwarf.

I spent the next week in a dark mood. I busy myself with stockpile management of all things.

But I still look at the "science report" the Duke handed me.

Special Project: Little House on the Jungle.

'Wild Child' Datan Giginfath, 'Wild Child' Fliersacks has been the chosen candidate.

Datan likes rose gold.

So I went out of my way and ordered to smelt gold rose bars, and to make rose gold: statue, table, throne, cabinet, chest, and hatch cover. For this sacrifice, he should at least have a grand bedroom.

15th Malachite

The dwarves of The Farm of Hammers now know a few fact about monitor lizard training.

21st Malachite

Ushat Erarmistem, Peasant withdraws from society, claims Carftsdwarf workshop, and creates Erlaven, "The Infinite Prairies", a lychee wood crown, worth 34,800.

Another baby has grown to become a Dwarven Child.

Tree Fruit Brew List

- 1. Carambola
- 2. Dates
- 3. Guavas
- 4. Lychees
- 5. Passion Fruit6. Rambutans

9th Galena

The past 20 days has been survived in a mostly drunk stupor.

But I laugh at Armok's sense of humor.

While the Special Project: Little House on the Jungle is near completion, there is live practice to be had.

There were Giant Langurs about so Watch is sent out to sortie the entire north region, for practice and meat.

--

A cloud of profane smoke starts drifting from the north and caught some unaware.



Too late to recall everyone in, including Duke Glowfski.

Oh the sweet irony. I stood on the bridge and observe from a distance. For SCIENCE!

Asen Udililes, militia captain was caught in the smoke.

He fell down on ground and left a splattering of dwarf blood.

The Duke, OH THE SHAME!

Spoiler: for science (click to show/hide)





Spoiler: citizens witnesses (click to show/hide)

Dumat Cattenvush, "Dumat Channeledheated", Animal Dissector

"I've been rained on. It makes me so grouchy!"

He is grouchy when caught in the rain. Within the last season, he didn't feel anything after seeing a gray langur die. He didn't feel anything after seeing a gray langur die. He was horrified after seeing the goblin Stasost Witchguilds die. He was horrified after seeing a troll die. He was horrified after seeing the goblin Azstrog Stealankles die. He was horrified after seeing the goblin Zom Curseskin die. He was horrified after seeing a goblin die. He didn't feel anything after seeing a giant wren die. He didn't feel anything after seeing a tiger die. He was blissful dining in a legendary dining room. He was blissful after sleeping in a fantastic bedroom. He felt pleasure near a fine Table. He felt pleasure near a fine Table. He felt pleasure near a fine Seat. He felt pleasure near a fine Table. He felt pleasure near a fine Table. He felt pleasure near his own fine Seat. He felt pleasure near his own fine Cabinet. He felt satisfied at work. He felt pleasure near his own fine Container.

He is married to Vabok Tourropes and has one child: `Child' Selltomb. He is the son of Fikod Ochrepink and Kib Rampartluck. He is a citizen of The Old Nets. He is a member of The Farm of Hammers. He is a former member of The Towers of Exalting. He is the former militia captain of The Farm of Hammers. He arrived at Imarust on the 25th of Hematite in the year 237. He is fifty-one years old, born on the 7th of Granite in the year 189.

He is corpulent. His sideburns are clean-shaven. His long moustache is neatly combed. His very long beard is neatly combed. His short hair is neatly combed. His nose is narrow. His lips are thin. His nose bridge is somewhat concave. His hair is burnt sienna. His skin is pale brown. His eyes are slate gray.

He is susceptible to disease, clumsy and very weak.

Dumat Cattenvush likes stibnite, zinc, cat's eye, wagon wood, giraffe horn, giant cuttlefish tooth, sea monster bone, scepters and giant ostriches for their giant eggs. When possible, he prefers to consume kea, brown bullhead, fisher berry wine and caper leaves. He absolutely detests mosquitos.

He has an amazing memory, an iron will, a very good feel for social relationships and a sharp intellect, but he has a shortage of patience, a meager kinesthetic sense and a very bad sense of empathy.

Like others in his culture, he holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values martial prowess, values leisure time, respects commerce and finds nature somewhat disturbing. He personally sees introspection as important and finds artwork boring. He dreams of mastering a skill.

He doesn't mind a little tumult and discord in day-to-day living. He is somewhat fearful in the face of imminent danger. He tends to be a little wasteful when working on projects. He is a friendly individual. He has a greedy streak. He occasionally overindulges. He has a tendency toward forming deep emotional bonds with others. He finds helping others emotionally rewarding. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

'Child' Tolunerith, "'Child' Saintlabors", Dwarven Child "We should all be so lucky as to truly master a skill."

Within the last season, he was grouchy when caught in the rain. He didn't feel anything after seeing a gray langur die. He didn't feel anything after seeing a gray langur die. He felt pleasure near a fine Table. He felt pleasure near a fine Table. He felt pleasure near a fine Seat. He felt pleasure near a fine Table. He felt pleasure near a fine Seat. He felt pleasure near a splendid Trap. He felt pleasure near a fine Seat. He was apathetic after talking to a pillar of society. He felt pleasure near a fine Statue. He felt pleasure near a fine Seat. He felt pleasure

near a completely sublime Well. He felt pleasure near a fine Door. He was content dining in a legendary dining room. He felt pleasure near a fine Statue. He felt pleasure near a fine Seat. He was content after sleeping in a fantastic bedroom. He felt pleasure near a fine Door. He felt pleasure near a fine Door.

He is the son of Sazir Boattrails and `Hiddenleafguy' Trustpages. He is a worshipper of Rurast Mirrormystery the Bewildering Cloak.

He is a citizen of The Old Nets. He is a member of The Farm of Hammers.

He is two years old, born on the 2nd of Timber in the year 238.

He is very fat. His sideburns are clean-shaven. His very long moustache is neatly combed. His very long beard is neatly combed. His hair is clean-shaven. His eyelashes are extremely long. His ears are somewhat short. His hair is burnt sienna. His skin is cinnamon. His eves are slate gray.

He is slow to tire, but he is very flimsy.

`Child' Tolunerith likes phyllite, bismuth, amethyst, kestrel tooth, backpacks, figurines and llamas for their long necks. When possible, he prefers to consume capybara, pineapple wine, kangaroo's milk and pineapples. He absolutely detests mosquitos.

He has very good focus, but he has an iffy sense for music, a poor memory and little patience.

Like others in his culture, he holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values martial prowess, respects commerce and finds nature somewhat disturbing. He personally sees perseverance in the face of adversity as bull-headed and foolish, sees competition as wasteful and silly and finds leisure time wasteful. He dreams of raising a family.

He is very greedy. He lives at a high-energy kinetic pace. He tends to be swayed by the emotions of others. He likes to keep things practical, without delving too deeply into the abstract. He is somewhat fearful in the face of imminent danger. He tends to be a bit stubborn in changing his mind about things. He is slow to trust others. He tends to avoid crowds. He tries to do things correctly each time. He tends to consider what others think of him. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

Asen Udilniles, "Asen Lanternstrapped", militia captain He is grouchy when caught in the rain. Within the last season, he didn't feel anything after seeing a gray langur die. He didn't feel anything after seeing a gray langur die. He didn't feel anything after seeing a giant gray langur die. He didn't feel anything after seeing a wild boar sow die. He was horrified after seeing a goblin die. He was horrified after seeing the goblin Azstrog Stealankles die. He was horrified after seeing a goblin die. He was horrified after seeing the goblin Stasost Witchguilds die. He was horrified after seeing a troll die. He was horrified after seeing Alath Authorbrass die. He was horrified after seeing the goblin Utes Evilscalds die. He was horrified after seeing a goblin die. He was horrified after seeing the goblin Zom Curseskin die. He didn't feel anything after seeing a giant wren die. He was horrified after seeing a goblin die. He was horrified after seeing a goblin die. He was horrified after seeing a goblin die. He was blissful dining in a legendary dining room. He was blissful after sleeping in a great bedroom. He felt pleasure near a fine Table. He was proud near his own fine Container. He was proud near his own fine Bed. He felt pleasure near a fine Seat. He felt pleasure near a fine Seat. He felt pleasure near a fine Table. He felt satisfied at work. He felt pleasure near a fine Seat. He felt pleasure near a fine Table. He felt pleasure near a fine Table. He felt pleasure near a fine Table. He felt pleasure near a fine Door. He felt pleasure near a fine Seat. He felt pleasure near a splendid Trap. He felt pleasure near a fine Statue. He felt pleasure near a fine Door. He felt pleasure near a fine Door.

He is the son of Catten Doorpaints and Stodir Squirttrades.

He is a citizen of The Old Nets. He is a member of The Farm of Hammers. He is a former member of The Wordy Tour. He is the militia captain of The Farm of Hammers. He arrived at Imarust on the 23rd of Limestone in the year 238.

He is ninety years old, born on the 7th of Opal in the year 150.

He is corpulent. His very long sideburns are neatly combed. His very long moustache is neatly combed. His medium-length beard is neatly combed. His hair is clean-shaven. His slate gray eyes are bulging. He has an angular chin. His hair is burnt sienna with flecks of grav. His skin is dark brown.

He is indefatigable and tough.

Asen Udilniles likes dolomite, aluminum, white jade, leggings, blue peafowls for their coloration and giant black mambas for their deadly bite. When possible, he prefers to consume flounder and blood amaranth beer. He absolutely detests snails.

He has a questionable spatial sense, poor focus, poor empathy, a poor ability to manage or understand social relationships and very bad analytical abilities.

Like others in his culture, he holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values martial prowess, values leisure time, respects commerce and finds nature somewhat disturbing. He personally sees competition as reasonably important, does not respect the law and disregards tradition. He dreams of creating a great work of art.

He finds something humorous in everything, no matter how serious or inappropriate. He is a complete scatterbrain, unable to focus on a single matter for more than a passing moment. He strongly prefers discussions of ideas and abstract concepts over handling specific practical issues. He doesn't stick with things if even minor difficulties arise. He tends to be a little tight with resources when working on projects. He is somewhat quarrelsome, and he is bothered by this since he values friendship. He tends to share his own experiences and thoughts with others. He tries to do things correctly each time. He does not easily hate or develop negative feelings. He thinks he is fairly important in the grand scheme of things. He talks very quietly when he is angry. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

I remind myself, 'Wild Child' Datan Giginfath, 'Wild Child' Fliersacks likes rose gold.

I timed it to about two days of slumber. No health problems from the looks of it, but I'm no diagnostician.

Here, Duke Gwolfski even deconstruct the ramp leading to the roof and assigns a wall construction in its place.

Duke even chose to sample the food supplies for Datan in his Little House of the Jungle.



Title: Re: Breadbowl: a Succession Farm [40.24] Post by: QuQuasar on October 12, 2015, 02:18:16 am

That Mebzuth went to Quasar's office, and locked himself in.

I think someone just volunteered to join the kid as a profane-smoke syndrome tester.

[image]

My god. There's three of them in one pen, and the animals and dwarves are already exhibiting erratic mental symptoms in the local area. All the proof is there, for those willing to see it...

The hive is forming.

It's only a matter of time now.

Ouote

I timed it to about two days of slumber. No health problems from the looks of it, but I'm no diagnostician.

It makes dwarves sleep? That's it?

I'm not convinced the Hill of Death is actually an evil biome. I think it might be a good biome that got framed for something.

Still, hilarious that the duke was one of the test subjects. What was he even doing out there?

By the way Santume, you're doing a very good job on your turn. Consistently detailed and conscientious. Keep it up. :D

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on October 12, 2015, 02:25:36 am

Quote from: QuQuasar on October 12, 2015, 02:18:16 am

That Mebzuth went to Quasar's office, and locked himself in. (http://That Mebzuth went to Quasar's office, and locked himself in.)

I think someone just volunteered to join the kid as a profane-smoke syndrome tester.

[[image] (http://[image)
My god. There's three of them in one pen, and the animals and dwarves are already exhibiting erratic mental symptoms in the local area. All the proof is there, for those willing to see it...

The hive is forming.

It's only a matter of time now.

By the way Santume, you're doing a very good job on your turn. Consistently detailed and conscientious. Keep it up. :D

Thank you for that and I shall quote it now before the conclusion of the Summer Journal. I like your "conscientious" understanding of my "to tell the truth and nothing but the truth." :D

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on October 12, 2015, 03:05:32 am

Chapter 25 (Duty Is Heavy As A Mountain)

Sanctume is slow to trust others.

This is the conclusion of Sanctume's released journal in Breadbowl, Summer of 240.

22nd Galena

The duke summons for me this morning.

On my way to the duke's office, word reached me that my daughter, As Vucarstinthan, is throwing a tantrum!

She's an adult and have her own family. But still, this is troublesome.

The Cook, As Vucarstinthan and the Weaver Goden are on their way, separately, to Mayor Quasar's office.

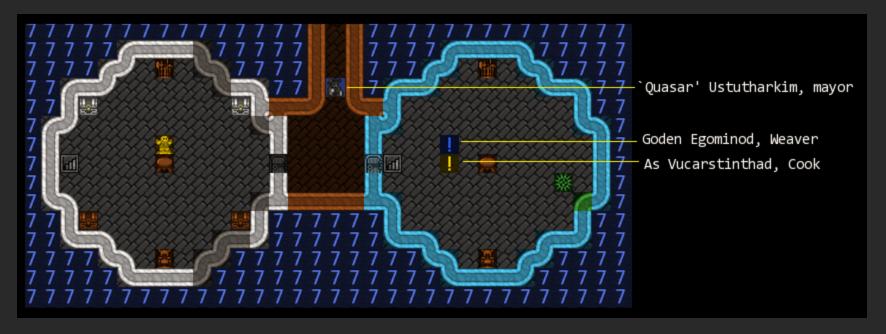
I glimpsed the cook enter the office first, followed by the weaver.

The cook goes in the mayor's office, but the mayor is not there (yet).

As soon weaver arrives in the mayor's office, the cook punches the weaver and starts throwing a tantrum!

The weaver gets beaten up inside and runs around.

The mayor arrives and tries to stop the fight.



The cook turns on the mayor and starts beating her up, BAD.

The Cook punches The mayor in the head with her right hand, bruising the

Sanctume hears the fight and runs in to investigate, and sees his daughter beating up the mayor, Quasar.

Sanctume intervenes by putting himself in between, but to no effect.

→ The mayor gives in to pain.

Mayor lost ability to stand.

muscle!

The duke comes in from his office, sees the mayor and carries her away, tears in his eyes, presumably to the hospital.



Sanctume can't get himself to attack his own daughter.

The duke turns around and shouts, "Congratulations Sanctume, You are promoted to Captain of the Guard! Clean this mess up with your daughter."

As Vucarstinthad, Cook cancels Clean: Throwing tantrum.
Olon Roberlorbam, Legendary Armoursmith cancels Make pearlash: Needs 1 potash.
As Vucarstinthad, Cook cancels Clean: Throwing tantrum.

→ `Sanctume' Olinlelum has become a captain of the guard.

The Cook grabs The war Dog by the left front leg with her left hand! The Cook punches The Weaver in the left hand with her right hand, bruising the fat through the pig leather left mitten! The Cook stands up.

→ As Vucarstinthad, Cook has calmed down.

The Duke Gwolfski carries Mayor Quasar to the Hospital bed...



and he immediately leaves to Report a Crime.

But Doctor May is on her break...

(5 days later)

27th Galena

May finishes her Break, and Diagnose Patient.



Her right foot is mangled beyond recognition.

Her right hand is bruised.

Her head is bruised.

Doctor May retrieves a gold crutch from the coffers and assigned it to Mayor Quasar.

Mayor Quasar gets up and leaves to Report a Crime.

```
Dwarven Justice
Injured Party: Goden Egominod Weaver
           Goden Egominod Weaver
Witness:
Accuses: As Vucarstinthad Cook
Date: 22nd Galena 240
Reported: 23rd Galena
                            2 4 0
Witness:
            Quasar Ustutharkim mayor
Accuses: Gwolfski
Date: 22nd Galena
            Gwolfski Uristirtir duke of Breadbowl
Reported: 28th Galena
                           2 4 0
Injured Party: Goden Egominod Weaver
          Goden Egominod Weaver
Witness:
Accuses: As Vucarstinthad Cook
Date: 23rd Galena 240
Reported: 23rd Galena
            Quasar Ustutharkim mayor Gwolfski Uristirtir duke of Breadbowl
Witness:
Accuses: Gwolfski
Date: (23rd) Galena
                       2 4 0
Reported: 28th Galena
```

<u>Spoiler: As Vucarstinthad, "As Urntheater", Cook</u> (click to show/hide)
As Vucarstinthad has become haggard and drawn due to the tremendous stresses placed on her and is throwing a tantrum. She feels regretful after starting a fist fight. She feels satisfied while crying on somebody in charge. Within the last season, she was dejected when caught in the rain. She didn't feel anything after seeing a giant gray langur die. She didn't feel anything after seeing a gray langur die. She didn't feel anything after seeing a gray langur die. She didn't feel anything after seeing a gray langur die. She felt satisfied while crying on somebody in charge. She was blissful dining in a legendary dining room. She felt satisfied after receiving water. She was blissful after sleeping in a great bedroom. She felt satisfied while crying on somebody in charge. She was interested near a fine Seat. She was interested near a fine Table. She was interested near a fine Door. She was interested near a fine Container. She was interested near her own fine Bed. She was interested near her own fine Cabinet. She felt satisfied while crying on somebody in charge. She felt satisfied while yelling at somebody in charge. She felt satisfied while crying on somebody in charge. She felt satisfied while crying on somebody in charge. She felt satisfied while yelling at somebody in charge. She was interested near a fine Door. She felt satisfied while crying on somebody in charge. She felt satisfied while yelling at somebody in charge. She felt satisfied while crying on somebody in charge. She felt satisfied while yelling at somebody in charge. She felt satisfied while crying on somebody in charge. She felt satisfied while crying on somebody in charge. She felt satisfied while crying on somebody in charge. She was horrified after seeing a goblin die. She didn't feel anything after seeing a giant mole die. She was interested near a fine Seat. She felt satisfied while yelling at somebody in charge. She felt satisfied at work. She was horrified after seeing Lor Markurns die. She felt satisfied while crying on somebody in charge.

She is married to Sibrek Steelfaith and has one child: `Child' Puceportal. She is the daughter of Zasit Gazepaged and `Sanctume' Tongswane.

She is a citizen of The Old Nets. She is a member of The Farm of Hammers. She is a former member of The Bent Wire. She arrived at Imarust on the 23rd of Limestone in the year 238.

She is ninety-six years old, born on the 13th of Timber in the year 144.

She is corpulent. Her hair is clean-shaven. Her slate gray eyes have thin irises. Her small-lobed ears are somewhat narrow. Her hair is burnt sienna mixed with gray. Her skin is tan.

She is tough and slow to tire, but she is very slow to heal and quite clumsy.

As Vucarstinthad likes anhydrite, sterling silver, resin opal, cow leather, common snapping turtle shell, spears, rings, puzzleboxes and geese for their formation flying. When possible, she prefers to consume tigerfish, yellow bullhead, persimmon wine, sliver barb seeds and durians. She absolutely detests blood gnats.

She has a sharp intellect and a good kinesthetic sense, but she has a shortage of patience, poor empathy, a questionable spatial sense and a really bad memory.

Like others in her culture, she holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, values martial prowess, values leisure time, respects commerce and finds nature somewhat disturbing. She personally doesn't really value merrymaking. She dreams of crafting a masterwork someday.

She becomes completely helpless in stressful situations. She can easily fall in love or develop positive sentiments. She often feels discouraged. She takes offered help and gifts without feeling particularly grateful. She is brave in the face of imminent danger. She is quite polite. She is slow to anger. She tends to share her own experiences and thoughts with others. She doesn't seek out excitement. She is assertive. She talks to inanimate objects when she's trying to remember something. She needs alcohol to get through the working day.

<u>Spoiler: Goden Egominod, "Goden Naturegate", Weaver</u> (click to show/hide)

"I was attacked. Ah... uh..."

Over the long term, Goden Egominod has been under a great deal of stress. He is shocked after being attacked. He is grouchy when caught in the rain. Within the last season, he felt pleasure near a fine Seat. He felt pleasure near a fine Table. He felt pleasure near a fine Seat. He felt pleasure near a fine Seat. He felt pleasure near a fine Statue. He felt pleasure near a completely sublime Well. He felt pleasure near a fine Bed. He felt pleasure near a fine Door. He felt pleasure near a fine Paved Road. He felt pleasure near a fine Paved Road. He felt pleasure near a fine Door. He felt tenderness talking with the spouse. He felt pleasure near his own fine Container. He felt satisfied while yelling at somebody in charge. He felt satisfied while crying on somebody in charge. He was content dining in a legendary dining room. He was content after sleeping in a great bedroom. He didn't feel anything after seeing a gray langur die. He didn't feel anything while in conflict. He didn't feel anything after seeing a gray langur die. He didn't feel anything after seeing a gray langur die. He didn't feel anything after seeing a giant gray langur die. He felt satisfied while crying on somebody in charge. He felt satisfied while crying on somebody in charge. He felt satisfied while yelling at somebody in charge. He felt satisfied while yelling at somebody in charge. He felt satisfied while crying on somebody in charge. He felt satisfied while yelling at somebody in charge. He felt pleasure near a fine Seat. He felt satisfied while crying on somebody in charge. He felt pleasure near his own fine Cabinet. He felt pleasure near a fine Trade Depot. He felt pleasure near a fine Paved Road. He felt pleasure near a fine Paved Road. He didn't feel anything after seeing a wild boar sow die. He didn't feel anything after seeing a draltha die. He didn't feel anything after seeing a giant wild boar die. He felt pleasure near a fine Table. He felt pleasure near a fine Bed. He felt pleasure near a fine Door. He felt pleasure near a fine Table. He felt pleasure near a completely sublime Well. He felt pleasure near a fine Statue. He didn't feel anything after seeing a draltha die. He didn't feel anything after seeing a elk bird die. He felt pleasure near his own fine Bed. He felt pleasure near a fine Door. He felt pleasure near a fine Table.

He is married to Feb Calledracks and has one child: `Child' Spotattics. He is the son of Fath Canyonfenced and Ducim Helmeddomains. He is a citizen of The Old Nets. He is a member of The Farm of Hammers. He is a former member of The Canyons of Fury. He arrived at Imarust on the 7th of Slate in the year 238.

He is twenty years old, born on the 13th of Obsidian in the year 220.

His left upper leg is bruised. His left hand is bruised.

He is corpulent. His hair is extremely long. His somewhat short ears are slightly flattened. His eyebrows are extremely sparse. His hair is burnt sienna. His skin is cinnamon. His eyes are slate gray. He is weak.

Goden Egominod likes conglomerate, lay pewter, demantoid, black-cap wood, giant osprey leather, the color gold, ballista parts, horses for their strength and olms for their gills. When possible, he prefers to consume giant rattlesnake and blackberry wine. He absolutely detests worms.

He has an iffy memory, a large deficit of willpower, little patience and poor spatial senses.

Like others in his culture, he holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values martial prowess, respects commerce and finds nature somewhat disturbing. He personally finds leisure time wasteful, values decorum, dignity and proper behavior, finds those that deny their impulses somewhat stiff and doesn't feel strongly about the law. He dreams of crafting a masterwork someday.

He feels best when everyone gets along without any strife or contention. He is prone to hatreds and often develops negative feelings. He doesn't handle stress well. He is somewhat fearful in the face of imminent danger. He tends to be swayed by the emotions of others. He has a tendency toward forming deep emotional bonds with others. He is not particularly interested in what others think of him. He occasionally overindulges. He needs alcohol to get through the working day.

Spoiler: `Quasar' Ustutharkim, "`Quasar' Fencedraces", mayor (click to show/hide)

She is content after being able to rest and recuperate. She feels gratitude after being rescued. She feels hopeless after suffering a major injury. She panics after being attacked. She doesn't feel anything after experiencing trauma. Within the last season, she felt empathy while being yelled at by an unhappy citizen. She felt satisfied conducted a meeting in a good setting. She felt empathy while being cried on by an unhappy citizen. She was annoyed when caught in the rain. She felt satisfied at work. She felt satisfied after producing a masterwork. She was blissful after sleeping in a great bedroom. She felt dislike when forced to talk to somebody annoying. She felt pleasure near a fine Seat. She felt pleasure near a fine Table. She felt pleasure near a fine Door. She felt pleasure near her own completely sublime Statue. She felt pleasure near a fine Table. She felt pleasure near a fine Seat. She felt pleasure near a fine Table. She felt pleasure near a fine Seat. She felt pleasure near a fine Table. She felt pleasure near a fine Table. She felt pleasure near a fine Table.

She is a worshipper of Tecak and a worshipper of Rurast Mirrormystery the Bewildering Cloak.

She is a citizen of The Old Nets. She is a member of The Farm of Hammers. She is the broker of The Farm of Hammers. She is the former chief medical dwarf of The Farm of Hammers. She is the former expedition leader of The Farm of Hammers. She arrived at Imarust on the 15th of Granite in the year 236.

She is sixty-five years old, born on the 11th of Slate in the year 175.

Her right foot is mangled beyond recognition. Her right hand is bruised. Her head is bruised.

She would be very thin but bears an enormous lardy burden. Her eyes are slate gray. Her hair is clean-shaven. She has an angular chin. Her ears are free-lobed. Her hair is burnt sienna. Her skin is brown.

`Quasar' Ustutharkim likes andesite, steel, dendritic agate, pileated gibbon leather, llama wool, the color lavender blush and bolts. When possible, she prefers to consume cockatiel and dwarven rum. She absolutely detests large roaches.

She has a great affinity for language, a great feel for social relationships, great creativity, very good intuition and a feel for music, but she has little willpower, poor empathy and poor focus.

Like others in her culture, she holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, respects fair-dealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values martial prowess, respects commerce and finds nature somewhat disturbing. She personally finds sacrifice to be one of the highest ideals, treasures leisure time and thinks it is very important in life, thinks working hard is an abject idiocy and values a harmonious existence. She dreams of raising a family.

She is not careful with resources when working on projects and often spends unnecessary effort. She generally acts impartially and is rarely moved to mercy. She can handle stress. She is generally quite confident of her abilities when undertaking specific ventures. She can sometimes act without deliberation. She likes to keep things practical, without delving too deeply into the abstract. She tends to hang on to grievances. She needs alcohol to get through the working day. She likes working outdoors and grumbles only mildly at inclement weather.

<u>Spoiler: `Gwolfski' Uristirtir, "`Gwolfski' Daggerdangles", duke of Breadbowl</u> (click to show/hide)

"I brought somebody to rest in bed. I feel such sympathy!"

He feels sympathy after bringing somebody to rest in bed. Within the last season, he felt pleasure near a fine Seat. He felt pleasure near a fine Table. He felt pleasure near a fine Seat. He felt fondness talking with a friend. He was annoyed when caught in the rain. He felt satisfied at work. He felt sympathy after giving somebody water. He felt pleasure near his own fine Bed. He felt pleasure near his own fine Cabinet. He didn't feel anything after seeing a gray langur die. He didn't feel anything after seeing a gray langur die. He didn't feel anything after seeing a gray langur die. He didn't feel anything after seeing a wild boar sow die. He felt pleasure near his own fine Seat. He felt pleasure near his own completely sublime Statue. He felt pleasure near a fine Paved Road. He felt pleasure near his own fine Door. He felt dislike when forced to talk to somebody annoying. He was

apathetic after talking to a pillar of society. He was irritated to be wearing old clothing. He was irritated when thirsty. He felt jovial to have a mandate deadline met.

He is a worshipper of Istrath and a casual worshipper of Tecak.

He is a citizen of The Old Nets. He is a member of The Farm of Hammers. He is the militia captain of The Farm of Hammers. He is the duke of The Old Nets. He is the former baron of The Old Nets. He is the former count of The Old Nets. He arrived at Imarust on the 15th of Granite in the year 236.

He is ninety years old, born on the 4th of Sandstone in the year 150.

He is corpulent. His eyes are slate gray. His sideburns are clean-shaven. His very long moustache is neatly combed. His very long beard is arranged in double braids. His hair is clean-shaven. His nose is incredibly upturned. He has high cheekbones. His copper skin is wrinkled. His nose bridge is somewhat concave. His hair is burnt sienna with flecks of gray.

He is quite susceptible to disease and very quick to tire.

`Gwolfski' Uristirtir likes native platinum, bronze, amethyst, crystal glass, octopus leather, the color pine green, battle axes, millstones, hippos for their strength and horned melon vines for their fruit. When possible, he prefers to consume goat, salmon and single-grain wheat beer. He absolutely detests leeches.

He has a great sense of empathy, the ability to focus and willpower.

Like others in his culture, he holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fairdealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values martial prowess, values leisure time, respects commerce and finds nature somewhat disturbing. He personally sees the denial of impulses as a vain and foolish pursuit, values romance, doesn't respect a society that has settled into harmony without debate and strife, does not respect the law and views loyalty unfavorably. He dreams of creating a great work of art, and this dream was realized.

He has no ambition whatsoever. He cuts any corners possible when working on a project, regardless of the consequences, rather than wasting effort or resources. He is concerned only with matters practical to the situation at hand, with absolutely no inclination toward abstract discussion. He does not enjoy participating in physical confrontations, and he works to square this natural tendency with his respect of martial prowess. He has a very calm demeanor. He often feels envious of others. He tends to share his own experiences and thoughts with others. He tends to think before acting. He is slow to anger. He is assertive. He doesn't often experience strong cravings or urges, and he is troubled by this because he values such powerful forces in life. He has a greedy streak. He generally acts with a narrow focus on the current activity. He tends to form only tenuous emotional bonds with others. He rarely feels discouraged. He generally acts impartially and is rarely moved to mercy. He is trusting. He needs alcohol to get through the working day. He likes working outdoors and grumbles only mildly at inclement weather.

31st Galena

I do not know what will happen. I do not know what entails the position of Captain of the Guard.

I do know that I mandate certain luxuries, including demands for jails, chains, cages, more cabinets, armor stand, weapon rack, dinning and even tomb.

Perhaps I will have to jail my daughter in time.

But I would dare say that I was being trained for this position for there are schemes within schemes that I have yet to learn.

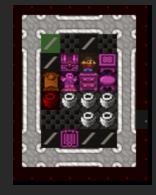
It is a puzzle that Duke Gwolfski shows great compassion to Mayor Quasar, and yet she accuses him.

Is it dwarven iron will that holds back emotions to want the succor of a mother's embrace, a sue for peace instead of striking out because one is a witness to great injustice?

A dwarf must have compassion in the core of his being.

In the mean time, I visit a special dwarf.

I said my farewell and I locked the hatch.



<u>Spoiler: Datan is Home.</u> (click to show/hide) `Wild Child' Giginfath, "`Wild Child' Fliersacks", Dwarven Child

"I was near to my own Bed. I'm very pleased."

He feels pleasure near his own fine Bed. He feels pleasure near a fine Table. He feels pleasure near a fine Seat. He feels pleasure near a fine Table. He feels pleasure near a fine Table. Within the last season, he felt pleasure near a fine Seat. He felt nervous not having adequate protection. He felt pleasure near a splendid Paved Road. He felt pleasure near a completely sublime Well. He felt pleasure near a fine Table. He felt pleasure near a fine Seat. He was grouchy when caught in the rain. He felt pleasure near a fine Paved Road. He felt pleasure near his own completely sublime Statue. He felt pleasure near his own completely sublime Cabinet. He didn't feel anything after seeing a gray langur die. He didn't feel anything after seeing a giant gray langur die. He felt pleasure near a fine Seat. felt pleasure near a fine Seat. He felt pleasure near a fine Table. He was blissful dining in a legendary dining room. He was blissful after sleeping in a very good bedroom. He felt pleasure near a fine Door. He felt pleasure near a fine Paved Road. He felt pleasure near a fine Statue. He felt pleasure near a completely sublime Well. He felt pleasure near a fine Table. He felt pleasure near a fine Seat. He felt pleasure near his own fine Container. He felt pleasure near a fine Paved Road. He felt pleasure near a fine Paved Road. He felt pleasure near a fine Table. He felt pleasure near a fine Seat. He felt pleasure near a fine Door. He felt pleasure near a fine Door. He felt pleasure near a splendid Trap. He felt fondness talking with a sibling. He felt pleasure near a fine Statue.

He is the son of Kulet Ballattic and Kadol Lucklancer. He is an ardent worshipper of Vucar Freeskies.

He is a citizen of The Old Nets. He is a member of The Farm of Hammers. He is a former member of The Lenses of Day. He arrived at Imarust on the 21st of Slate in the year 239.

He is ten years old, born on the 26th of Moonstone in the year 230.

He is corpulent. His long sideburns are braided. His very long moustache is neatly combed. His very long beard is braided. His hair is clean-shaven. He has an angular chin. His nose is hooked. His ears are somewhat narrow. His hair is burnt sienna. His skin is cinnamon. His eyes are slate gray.

He is susceptible to disease.

`Wild Child' Giginfath likes chalk, rose gold, yellow jasper, carambola wood wood, giant wild boar hoof, the color chartreuse, windows and bracelets. When possible, he prefers to consume tuber beer. He absolutely detests purring maggots.

He has a great affinity for language, a deep well of patience and a good kinesthetic sense, but he has little willpower, very bad analytical abilities and poor creativity.

Like others in his culture, he holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values martial prowess, values leisure time and respects commerce. He personally finds maintaining decorum a silly, fumbling waste of time, is put off by family and doesn't care about nature one way or another. He dreams of mastering a skill.

He enjoys being in crowds. He is somewhat quarrelsome, and he is bothered by this since he values friendship. He is often cheerful. He has a calm demeanor. He doesn't tend to hold on to grievances. He doesn't seek out excitement. He sometimes acts with little

determination and confidence. He tends to avoid any physical confrontations, and he works to square this natural tendency with his respect of martial prowess. He is somewhat fearful in the face of imminent danger. He has little interest in joking around. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on October 12, 2015, 03:39:28 am

That was some eventful update! It seems that years of being rained upon are beginning to take its toll upon the citizens of Breadbowl. I'd pity your character, but I sense even more bloodshed happening in his future. Dwarven justice is not gentle.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 12, 2015, 03:48:38 am

Quote from: QuQuasar on October 12, 2015, 02:18:16 am

Ounte

I timed it to about two days of slumber. No health problems from the looks of it, but I'm no diagnostician.

It makes dwarves sleep? That's it?

I'm not convinced the Hill of Death is actually an evil biome. I think it might be a good biome that got framed for something.

Still, hilarious that the duke was one of the test subjects. What was he even doing out there?

The duke has his construction labor on because I was flooring a lot at first early on with that mandate #6 crashes.

Anyway, I just needed 3 tiles on the roof, and some of those rose gold furniture can't be put in without a roof.

He put one roof, and was leaving when the smoke shows up.

It did not even show in the announcement that I note. Perhaps it did show but I get lots of spam about needed potash or pearlash.

During the first time, the dogs in the trap building, they don't indicate they are asleep, nor any health loss indicator. No blood splatters.

p.s. I need to read up on what Captain of the Guard is suppose to do. I've not played Justice System. So any hints and tips would be appreciated.

I'm caught up in game play and notes. I will be starting to play Autumn 240 next, as CotG.

So I have Mon, Tue, Wed, and Thursday left to finish up?

Crap, I have work in the morning, and have no new game notes to draft.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on October 12, 2015, 06:08:22 am

(OOC: dorf!me has a grudge against dorf!gwolfski. Any nastiness in the following can therefore be attributed to roleplaying)

Journal of Quasar Fencedraces, Head cook of Imarust, "Breadbowl" 24 Galena, 204

I am conflicted.

I have been keeping an eye on As, one of my subordinate cooks, for quite some time now. Though she has been through nothing we haven't all been through, I have watched stress slowly take it's physical toll on the dwarf. She would come to me to cry and yell, but despite her forthright Honesty about the emotions she was suffering from, neither of us could say for sure where the stress was coming from. Our lives in Breadbowl are not terrible. There have been some deaths, but nothing to drive a dwarf to tantrum. Compared to some outposts, we live astoundingly well. It is a mystery, and I am not fond of mysteries.

The closest guess I have is that her father's shadow, as legendary macedwarf, overseer and weilder of Alaknikot, grows long enough to cover her with darkness, but she swears this is not the case and that she couldn't be prouder of him.

It all came to a head on the 22nd of the month. I brought her to my office to speak to her, as I had so many times before. We spoke for a few minutes, and I said something. I'm still not entirely sure what. Her face twisted with rage.... and she lashed out.

I may never walk again without aid. And this crutch May gave me is the heaviest bloody stick I've ever had the misfortune to be lumped with. What idiot thought a crutch made of gold was a good idea? But I digress.

My foot was mangled. And then, to my everlasting shock, it was that lazy, undeserving arse of a "duke" who ran in, pulled me away from the enraged woman, and carried me in his arms all the way to the hospital. He may well have saved my life.

Why? Gwolfski and I have had a mutual grudge against each other since the day we met. Maybe he thinks he owes me, but... I only secured him his position in the hope that, when the King inevitably goes utterly spare and orders us all hammered, he who appears to be in charge will be the first against the silver. Or maybe he thinks that I owe him a favor now. By Rurast, I hope not. That would be embarrassing.

Or maybe I have misjudged him entirely, and he had no ulterior motive for his actions. Anything is possible, I suppose...

Regardless, now I am torn. Gwolfski told Sanctume he was captain of the guard. So, when Sanctume comes to my office to follow up on this event, I can tell him the truth and accuse my poor, long suffering apprentice of attacking me. And then the man, a war hero already, would be forced to exact cruel justice upon his own daughter.

Or I can accuse the only other who was there. The man who carried me out of there, and possibly saved my life. Sanctume will not buy it for a second: he was there, afterall. But it gives the poor dwarf a way out. a way to plead "reasonable doubt" and to keep from having to harm his daughter.

Put like that, there's really only one reasonable choice. I'm sure Gwolfski would agree. It's not like he will actually be punished for the crime.

Perhaps... perhaps as a courtesy, I should summon the duke and inform him of my intentions before I accuse him of anything. Actually no, wait, that would mean actually having to talk to the insufferable prick. Nevermind, I'm sure he'll be fine.

Ouote

I'm caught up in game play and notes. I will be starting to play Autumn 240 next, as CotG.

So I have Mon, Tue, Wed, and Thursday left to finish up?

Don't worry, since you've obviously been putting in a load of effort on these updates, it will be fine if you go past the deadline somewhat. The deadlines are mostly just to prevent people disappearing with the save and holding up the game for weeks.

Quote

Doctor May retrieves a gold crutch from the coffers and assigned it to Mayor Quasar.

Despite her misgivings about fact that it's made of the heaviest metal in the fortress, I've got to admit a solid-gold crutch is a pretty damn stylish accessory. Plus it'll probably hurt more when I develop the habit of hitting my minions and anyone who talks back to me over the head with it. I approve! :D

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 12, 2015, 09:37:01 am

ooc:

This is some awesome unfolding of the story. Talk about emergent gameplay. It's DF soap opera at it's finest.

My notes started with Doren because he was blinking in the Phoebus tile set. That's when I read that he is missing a left foot. Anyway, I've read plenty of dorf science about having heavy crutch from silver of gold can increase misc object skills and be a deadly weapon. So I did order a gold crutch, in hopes Doren replaces his.

I also did not start assigning the science house bunker until there were posts about the smoke. Good timing too as I spent a good deal of time writing down the lists of existing stockpiles in excel. And the figuring out how to convert some to feeders into temporary stockpiles, until I have the stockpiles that was workable, without QSP.

And that first tantrum. In my DF games, I usually did not care and lock them out. I've also not played longer then 3 games years as I tend to experiment with fort buildings and military. So I have little play experience dealing with stressed. It is most unfortunate that I did not keep the mayor's door forbidden, thinking Mebzuth will remain there. So I just recently move the tiger out of the cage at an empty zone, above the hamsters. Shit, I wanted to kill Mebzuth, but I did not even try to s-p-a-e-k (squad, select individual squad, squad a, e for sanctume, k for kill). I thought military presence would be enough if I move. Nopes, citizens gangbanged the poor tiger. It was absurd, but the notes was rather bland. I googled jokes and tiger, and got some working on wiki:

- Eeny, meeny, miny, moe,
- Catch a tiger by the toe.
- If he hollers, let him go,
- Eeny, meeny, miny, moe.

It's got 4 characters, about a toe, about holler, and "let him go." I think it works enough for a cheesy joke.

Then I just have to include the hamsters. Googled kid's jokes on hamsters. And also googled Hamster names--trivia: those 3 chosen are Disney Hamster Names: Milo, Sarabi and Daisy.

The smoke coming over as the house was being built, was coincidence with the Langur interruption as I sent out Watch to kill rectangle in hopes the new recruits gets exp.

The duke out there was pure gold too, so I just weaved the tale that it was his idea bout the house.

That also can explain how sanctume got Mace Lord. It's ho-hum kinda announcement anyway, and soundsense spams me with fighting clanks when there are sparring going on, which is pretty much constant.

And then As, then cook, sanctume's daughter went tantrum, and I just had to move sanctume there for screen shots. I have zero clue on what I could do. It's when the duke really picked up the mayor and ran that I tried what CotG will do. Did As really stop the tantrum when CotG is there? I mean, do tantrums stop that way or it's just coincidence?

If you recall, I was writing a mini-story (http://www.bay12forums.com/smf/index.php?topic=152568.msg6531472#msg6531472) before my turn about "As" the new migrant child. I was 2 parts in, about gray langur milk cheese, and giant hamster meat stockpile. "As" came from being the macedorf's daughter. So when the game announced she is depressed, I was interested on what will happen. At the same time, I've not dealt with stress / sadness.

I set 4 near the highest happy levels to "Corpse Duty" after the siege in spring. By early summer, 2 out of 4 have increased in stress, so I remove all their labors. I did the same for the red stressed people including Mebzuth and As. It was also time consuming to find where their room is so I can try and build their "like" material furniture, but I got distracted, and too much micro management at that point.

Anyway, I took PTO this morning, feels good to sleep more than 4 hours. :) /ooc

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: PyroTechno on October 12, 2015, 10:53:40 am

The tantrum stopping was a coincidence.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on October 12, 2015, 12:03:57 pm

+1, definitely get some rest. Else it's easy to get burnt out from all the writing.

By the way, no prior experience with justice or tantrums? >:D HEH HEH HEH

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 12, 2015, 01:18:19 pm

No priors with justice. I'm reading up the wiki.

As for tantrums, I usually have quit my fortress and on to new experiments.

Mostly, is to start a fortress with the goal of learning a concepts such as breaching aquifers 7 deep, all methods.

I think the longest fort I have is 3 years because by the time I come back to it, I forget what my goals were.

I usually build with air locks in mind; double bridges, lots of stone doors, and segmented areas.

Right now, I'm thinking of using the aquifer to both drain and refill the moat. That should be the last of my projects.

The rest is flooring or indoor roads over the dirt or mushrooms.

Oooh, I need jet blocks too, and it's submerged, so definitely need to figure out.

it's for this color scheme Archery Target Yellow (Saltpeter) <- Red Floor (Bauxite) - Blue Floor (Microline) - Black Floor (Jet?)

I read that CotG would be a militia captain of his own squad. And that light cross bows (Willow) would be a good choice for hte squad.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Iliithid on October 12, 2015, 03:29:04 pm

This fort is truly a treasure.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on October 12, 2015, 04:41:02 pm

From what I understand, pretty much the only way to calm down a dwarf once they reach that level of stress is to isolate them from all bad thoughts. Good thoughts help a little for long term stress, but nowhere near as much as they used to.

My strategy in the past has been to burrow them in an isolation cell, somewhere they can't hurt anyone, with plenty of food and drink and no labours that might take them outside. Unfortunately, this still causes bad thoughts: they realise they've been isolated when they try and fail to reach a dwarf in charge in order to cry and yell at them.

Hmm... one strategy I haven't tried that might work is building a psychologists office within As' isolation cell and assigning Quasar to it. I understand they go to Quasar's office for meetings, so when As needs a meeting, it might cause Quasar to come to her rather than the other way around.

Unfortunately, there's nothing we can do to stop Quasar from getting the shit kicked out of her whenever they meet. She will require a full suit of armour to prevent further injury.

Actually, that's brilliant. Do that, and give her the custom profession "Iron Chef".

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 12, 2015, 05:33:12 pm

Haha, brilliant.

I made the jails above the flooded area. I figure that having a personal well should at least not make them die of dehydration.

What about the Hammerer slot? I will probably not assign that.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on October 12, 2015, 07:16:14 pm

By the way, does anyone know how to look up a civilisations total population?

Breadbowls production goal of 3000 food/6000 booze per year would be enough to keep a population of 750 dwarves satisfied, but that's just a number I made up. It would be cool to revise it to account for the actual population of The Old Nets, assuming Dwarf Fortress tracks that.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: TheBiggerFish on October 12, 2015, 07:18:46 pm

I think it does. Legends mode????

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Iliithid on October 12, 2015, 07:20:07 pm

I would've thought that was something you could find out using Legends mode, but I'm actually not sure. Hrmm.. Also, I'd love to be dorfed if at any point you come across a spare Armourer/Weaponsmith.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: PyroTechno on October 12, 2015, 10:34:14 pm

Population tracking is possible with a legends viewer mod, but I'm not sure if you can in vanilla.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on October 12, 2015, 10:46:08 pm

Y'all need some Legends Mode in your lives. In regard to our population...

Spoiler (click to show/hide)

550 Two-humped Camels 14 Blue Peafowl Outcasts 7 Thrips Man Outcasts 6 Giant Gray Langur Outcasts 6 Water Buffalo Outcasts 5 Guineafowl Outcasts 4 Giant Olm Outcasts 2 Giant Hombill Outcasts 2 Monitor Lizard Outcasts 1 Molemarian Outcasts 1 Giant Tick Outcasts 1 Giant Louse Outcasts 1 Giant Hamster Outcasts 1 Spider Monkey Outcasts 1 Wild Boar Outcasts • 1 Giant Hyena Outcasts 1 Rhino ceros Outcasts 1 Stoth Bear Outcasts 1 Two-humped Came1Outcasts

Populations

 3574 Dwarves 634 Turkeys

 463 Geeses 459 Rabbits 353 Yaks 323 Cavies 317 Reindeers 40 Dog Outcasts 15 Elk Bird Outcasts 15 Cavy Outcasts

 13 Pig Outcasts 11 Sheep Outcasts 8 Rabbit Outcasts

7 Yak Outcasts

6 Cat Outcasts

 5 Cow Outcasts 5 Alpaca Outcasts 5 Llama Outcasts 5 Reindeer Outcasts 5 Duck Outcasts 4 Humans

 4 Turkey Outcasts 4 Goat Outcasts 4 Chicken Outcasts 2 Donkey Outcasts

 2 Mule Outcasts 1 Coati Outcasts

1 Wease1 Outcasts

 1 Mink Outcasts 1 Loon Outcasts 1 Aardvark Outcasts

 6 Horse Outcasts 6 Goose Outcasts

...definitely not 750 dwarves. We might have enough to feed the turkeys though.

Spoiler (click to show/hide) SECOND TO THE PROPERTY OF THE SEA TOUR DESTRUCTION OF STREET OF ST n - "ST S"n SS -r T"TSnnlin STEEN SON UUM UUUMM Manulianii Manulianii êMê MATan SSS Îlinan nan :::: ên êAn Ann AA ê--÷¶HêAn SSS 1 LASSA 1 For property of the state of th Fair trings and trings and the same state of th COOCOOUTUIN MEEE-20 COOCOOUTUIN MEEE-20 COOCOOUTUIN MEEE-20 COOCOOUTUIN MEEE-20 COOCOOUTUIN MEEE-20 COOCOOUTUIN MEEE-20 COOCOOOUTUIN MEEE-20 COOCOOUTUIN MEEE-20 COOCOOOUTUIN MEEE-20 COOCOOUTUIN M ο 1100000√√∪ 17μ≎φά ά ά ά α πυ 'ΥΥ |ΩΝ το ο μΩΝΙΙΙΙ "nnn †nnn

Guess where's Breadbowl! Yep, we're a long way from home. Guess whose territory we've decided to settle in?

Spoiler (click to show/hide)



Just the biggest, baddest goblin civilization in the region - the Hell of Emancipating. In fact, I'm pretty sure we started the war in the first place, since prior to Breadbowl everything was going along just peachy. Until we set up shop in their backyard.

If it makes anyone feel better, we're the last surviving dwarven civilization, mainly caused by our only neighbours being very friendly humans. We've never even had a single war B.B, which is pretty amazing in a world this large. The other two dwarven civilization were, unfortunately, utter failures in worldgen.

B.B means Before Breadbowl by the way.

The Uncommon Barricade quickly died out post-worldgen in 238, when the wars started to break out more often. As for the White Pulley, well... they're still alive in the technical sense, but I don't think it's fair to call them a dwarven civilization, since they don't actually have any dwarves. Or even a real civilization. They really only have two hillocks: one, Councilrocks, has a small goblin population of 15, and the other, Matyrceiling, amusingly enough, consists of only 2 humans. I can only imagine what they get to up there;)

There's a ton of really good stories hidden in this region. My favourite so far has been the Tin Dread, an entire goblin civilization who was suddenly wiped out in a **single year** by the humans in some sort of Shock-and-Awe style operation. Or the one about a little colony of humans who settled in an area completely isolated from external contact, and grew to become the largest human civ in the world.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 12, 2015, 10:46:09 pm

Quote from: Iliithid on October 12, 2015, 07:20:07 pm

I would've thought that was something you could find out using Legends mode, but I'm actually not sure. Hrmm.. Also, I'd love to be dorfed if at any point you come across a spare Armourer/Weaponsmith.

There's Olon Roberlorbam, "Olon Wipedstandard", Legendary Armoursmith

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on October 13, 2015, 12:20:14 am

Quote from: Bearskie on October 12, 2015, 10:46:08 pm

...definitely not 750 dwarves. We might have enough to feed the turkeys though.

3574 dwarves. 2 food a season is 8 food per year, so... oh.

Oh dear.

I may have slightly underestimated our production quota. By around 1000%.

28,592 food and 57,184 drink every year to feed and water every dwarf of The Old Nets.

We may need to amp up production somewhat.

Quote

In fact, I'm pretty sure we started the war in the first place, since prior to Breadbowl everything was going along just peachy. Until we set up shop in their backyard.

So, on the one hand: the ground here is wonderfully fertile.

On the other hand: we might have accidentally started a war that is likely to result in the wholesale massacre of our entire civilisation.

On the other other hand: if the goblins kill off a few thousand dwarves, we won't have to make as much food to meet quota!

On balance, I'm going to have to say... worth it.

Quote

Matyrceiling, amusingly enough, consists of only 2 humans. I can only imagine what they get to up there;)

Heh, I imagine it's something like the Republic of Molossia (https://en.wikipedia.org/wiki/Republic_of_Molossia).

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Iliithid on October 13, 2015, 01:48:54 am

Quote from: Sanctume on October 12, 2015, 10:46:09 pm

Quote from: Iliithid on October 12, 2015, 07:20:07 pm

I would've thought that was something you could find out using Legends mode, but I'm actually not sure. Hrmm..

Also, I'd love to be dorfed if at any point you come across a spare Armourer/Weaponsmith.

There's Olon Roberlorbam, "Olon Wipedstandard", Legendary Armoursmith

Perfect, I'll take him if he's still available. "Illithid" is fine.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on October 13, 2015, 12:25:28 pm

000

Busted up my left knee, ow. So I'm off today again.

Very little story being generated, which is kinda good as I focus haulers and roads / flooring.

It's a 20 FPS crawl since I have 2 Drain Moat into Aquifer going on the West bridge.

I also set waterwheel generator on the south east and that too is pumping.

My triple three screw pump stack Refill Moat on the West seems to work. I spent mostly on Notes, haha!

So it's clean up now. If invaders come, I'm turtle-ing. Unless the dry moat encourages wall climbing... let's hope not.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: QuQuasar on October 13, 2015, 09:38:14 pm

Quote from: Bearskie on October 12, 2015, 10:46:08 pm

Y'all need some Legends Mode in your lives.

Huh... this is the first time I've played around with Legends Viewer (I've used Legends Mode in the past, but the viewer is new to me). It helps a lot, and you're right: there's some *really* interesting stuff happening in The Dimensions of Vision, especially in the last few years.

I think my favourite battle is The Scraped Assaults, which happened in 237, shortly after Neblime took charge in Breadbowl. 11 elves from the Lucid Fragrances (our elves) stood against an army of more than 5000 goblins and assorted kidnappees from the Hell of Emancipating. They were overrun, of course, but they slew 190 between them. Several of those 11 elves have more notable kills than anyone else in history short of megabeasts.

But... we *really* kicked a hornet's nest, didn't we? The per-year civ map confirms we did indeed start the war: The Hell of Emancipating was a moderate sized goblin civilisation when we settled Breadbowl in 236, with only 23 sites. It was peaceful, at least as much as goblin civilisations can be: it had never conquered a single site in its history. All it's sites it had founded itself.

Since then it has doubled its territory entirely through conquest, expanding from a small line to the spiderweb of 45 sites Bearskie showed, and declaring war on just about everyone in the world.

In light of who and what their leader is, I can't help but feel like the forces of evil have been planning this all-out assault against the Dimensions of Vision for years, and our little settlement lit the fuse.

Sweet Armok. I think we accidentally a World War. And all we wanted to do was grow some food!

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: PyroTechno on October 13, 2015, 09:47:58 pm

Quote from: QuQuasar on October 13, 2015, 09:38:14 pm

Sweet Armok. I think we accidentally a World War. And all we wanted to do was grow some food!

It's really more the equivalent of America colonizing Poland right before WW2, I think.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Taupe on October 13, 2015, 09:56:06 pm

Can we just agree that we 1- inadvertantly caused the planet to usher in a new era of bloodshed and 2- are very unapologetic about all this?

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on October 13, 2015, 10:09:10 pm

Well, crap. I thought this is going to be all peaceful that is why I joined a farming community.

Really! All I wanted was to tell a story about a migrant girl who became a legendary cook.

The story would unfold revealing the origins of the 4 unique ingredients that made the masterful work lavish meal!

But then, this is Breadbowl, so that meal was shipped to the King.

Anyway, that's unwritten, but I was looking into the legends of Shamallamadingdong, Twist of Plotting.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on October 13, 2015, 10:26:14 pm

Book V

Chapter 26 (Fortress Guard Mandate)

A note, "I choose to not play a pawn between nobilities. I will instead focus in my new office and pursue solutions to the root cause of the horrifying issues. The autumn season report is attached." -- Sanctume

(Year: 240) Granite - Slate - Felsite - Hematite - Malachite - Galena [- Limestone - Sandstone - Timber] - Moonstone - Opal - Obsidian

Barony of Breadbowl Quarterly Report

1st Limestone, 240. Population: 15830st Timber, 240. Population: 158

The King's Mandate

Trade Summary

• Total Prepared Meal: +726

• Total Drink: +474

Transaction Date: 12th Limestone, 240Merchant: A dwarf caravan of Egarkib.

Trade Report Bookkeeper 'May' reports the total of Food Storage: 11,185

Meat: 90
Fish: 0
Plant: 5,180
Seeds: 1,251
Drinks: 685
Other: 3,979

Note: The outpost liaison Fath Likotoslan from Egarkib has arrived. There were five wagons, and four pack carts in the caravan.

Before trade stocks

• Prepared Meal 1703 (1947)

• Drinks 711 (350)

• Total Value: 500,000+

After trade stocks

- Prepared Meal 977 (2673) \rightarrow (2673 1947) = +726 prepared meals
- Drink 257 (824) \rightarrow (824 350) = +474 drinks
- Breadbowl accepts token offerings of bars, animals, steel anvils. Value: 20,000+

The document is signed by Mayor Quasar and is also indicated as the authorized broker of the completed trade.



Mandate #1 Clear Glass

Goal: Produce 420 clear glass blocks to construct ceilings for below ground farming.

Goal: Implement Drink and Food Production (revision 1)

Summary Progress

- 1. Plot 3.1 completed clear glass flooring. 45/420.
- 2. Plot 3.2 are pending on completion of the rest of the clear glass blocks order.

Mandate #2 Expanded Burrows

Goal: Maintenance of Burrows

Summary Progress

I have created Happy Place burrow which covers:

Breadbowl Jail

The jail floor is made from quartzite blocks.

Iron doors ensure secure enclosures.

We start with two jail suites.

The center of each suite is the gold chain to restrain our guest, and every amenities are within easy reach:

Exceptional beds by Neblime, our own legendary carpenter.

Matching lumber table and chair dinette set for a cozy cabin motif.

A well-made well is also built in the suite because the jail is above the indoor lake.

A silver statue is placed handsomely in the corner.

Each suite also has its own pantry for Lavish Meals and Drinks acquired from Breadbowl's own stock of the King's Mandate. There is also an ordinary bucket too.



Mayor's Office

The Happy Place also includes the hallway with a silver statue of a jumping spider. The hallway leads to the Mayor's office.

The image of the Mayor's dwelling is faux pas due to the its blood stained hall contradicts Happy Place mantra.

The Happy Place Room

On the level below the noble houses, but above the Grand Tombs is the Happy Place.

Is it not designated to be any room.

But there is a pantry of Lavish Meals and Drinks.

Dining placements made of masterwork and exceptional tables and chairs.

A tin statue of our Mayor Quasar.

Exceptional rock salt doors from our Masons.

And a handful of chaise lounge beds from Neblime.

(Please excuse the Jet quarry.)



Those citizens who suffer from the psychological stresses of day to day living in Breadbowl are assigned to Happy Place. There are currently five residents:

- Mebsuth, the Tiger killer.
- As the alleged assaulter.
- Vabok,
- Goden,
- Ushrir.
- p.s. It seems like Bearskie might be a candidate for Happy Place.

Mandate #3 More Stone

Goal: Produce more stone blocks for construction materials.

Summary Progress

- 1. Established "Civ (Mason Hauler) squad.
- 2. No Animal, Furniture, Refuse, Water, Wood Hauling.
- 3. Focus on Mason and Stone Hauling.
- ${\bf 4.} \ {\bf But \ since \ this \ is \ Breadbowl, \ Food \ and \ Trade \ Goods \ Hauling \ is \ mandatory.}$
- 5. Current squad size is 8.

Mandate #4 Metal Equipment

Goal: Evaluate current military equipment needs.

Summary Progress

Orders for iron equipment have been completed.

Little progress has been made in assigning equipment.

Mayor Quasar has been assigned a set of iron equipment: iron mail shirt, iron helm, iron gauntlets, iron greaves, and steel high boots from the caravan.

Sanctume assigned As some iron equipment as well.

Storage for the Armory has also been allocated, as well as other Logistics Warehousing.



Mandate #5 Moat Wall Construction

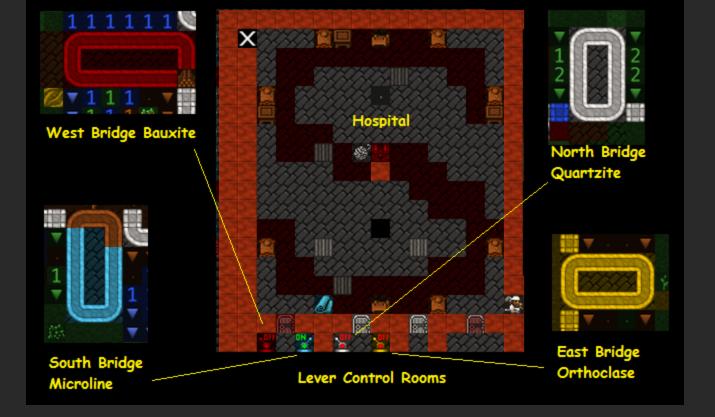
Goal: Construct Defensible Wall around Breadbowl

Summary Progress (complete) Control Rooms south of hospital

(complete) Dismantle Bridges

(complete) Red West Bridge, linked, notes. (complete) Blue South Bridge, linked, notes. (complete) White North Bridge, linked, notes.

(complete) Yellow East Bridge, linked, notes.



Mandate #9 Subcommittee: Moat Drain Project

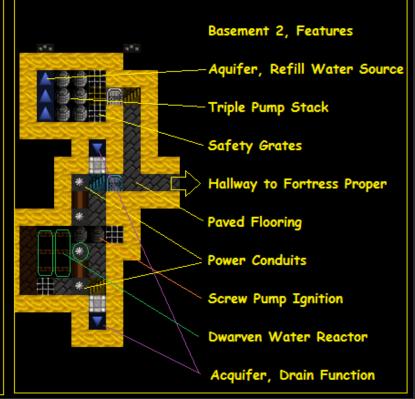
Goal: Provide a means to drain moat in the most efficient method. Goal: Provides solution to mandate #7 Corpse Duty Services Goal: Provides solution to mandate #8 Moat Clearance Services

(completed) Construct Power Plant (completed) Construct Draining Function (completed) Construct Refill Function (completed) Construct Housing Unit









Mandate #11 Apartment Expansion

Goal: Build homes to the growing population of Breadbowl. (completed) The Third floor apartments are roofed and ready for furnitures.

Mandate #12 Duke's Mandate

The duke Gwolfski Uristirtir Daggerdangles (complete) Mandates a creation of 3 Millstone. (complete) Mandates a creation of 1 Battle Axes. (complete) Mandates a creation of 1 Battle Axes. (complete) Mandates a creation of 2 Millstones.

Mandate #13 Mayor's Mandate

Mayor Quasar has mandated export of bolts prohibited. (complete) Mandates a creation of 1 Bolt.

Mandate #15 Murky Pool Safety Initiative

Goal: Remove threat of murky pools inside Breadbowl.

Summary Progress

- 1. Run pumps to empty murky pools again
- 2. Murky Pools Flooring
- 3. A minor cave-in accident. Details were sketchy. Looks like some dusty cover up.
- 4. Removal of Grates and Screw Pumps

Mandate #16 Captain of the Guard Sanctume Mandate

Goal: Satisfy the Mandate in accordance to the office of Captain of the Guard.

Summary Progress

(completed) Archery Training Room

(completed) Willow Wood Crossbows

(pending) Fortress Guard Uniform

(pending) Selection of Fortress Guard Members



End of Quarterly Report

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Taupe on October 13, 2015, 10:54:10 pm

Sanctume, you are the most efficient and thorough overseer to ever grace this fortress. The militia commander is deeply satisfied with all these new improvements of yours.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on October 13, 2015, 11:08:23 pm

Thanks.

- 1. My current problem is that corpse dumping, hauling of the crap in the moat is taking too long. I even did the temporary garbage zone and no one is putting stuff in it.
- 2. I also cannot find the fabled "Wagon Wood" anymore. : (

There was one, probably the north moat, I dunno where it went.

It probably got turned into charcoal at this rate.

I wanted to get Neblime make a throne out of it for the future monarch. Oh well.

3. Bone and Shell Refuse pile is overflowed. Do bones and shell go in bins?

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Taupe on October 14, 2015, 12:50:36 am

I would suggest a few craftdwarf workshops set to decorate items with bone/shell. We'll improve the quality of some furniture while cleaning out some space.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: QuQuasar on October 14, 2015, 01:10:51 am

Organisation! Actual, honest-to-goodness organisation! That makes quite a change from the usual "ginormous stockpile of random junk" approach.

Am I the only one who thinks "happy place" sounds like an Orwellian euphemism for some sort of terrible brainwashing chamber?

Another way to help prevent shell overload: make the fisherdwarfs do something useful instead.

As for Breadbowls peacefulness: I agree! One of the things I love the most about this fortress in comparison to others on the forum is that it has the feel of a fantasy slice-of-life tale, rather than the usual stories of comedic vanity, incompetence and lovecraftian horror. It become a nice, semi-realistic farming village with a sense of permanance and believability. I've actually grown rather attached to the dwarves of Breadbowl: I know SQman's death was a genuine shock, and I was abnormally worried when Quasar was getting pummeled by As.

All of which makes me think we've been playing through Act 1 of a three act story. This is the part of the story where everything's peaceful, where we learn about the world and get to know and grow attached to the characters.

And now we're shifting towards Act 2. There's a change in the wind, smoke in the air. A global war is breaking out, armies are on the march, and our peaceful farming village is smack in the middle of it.

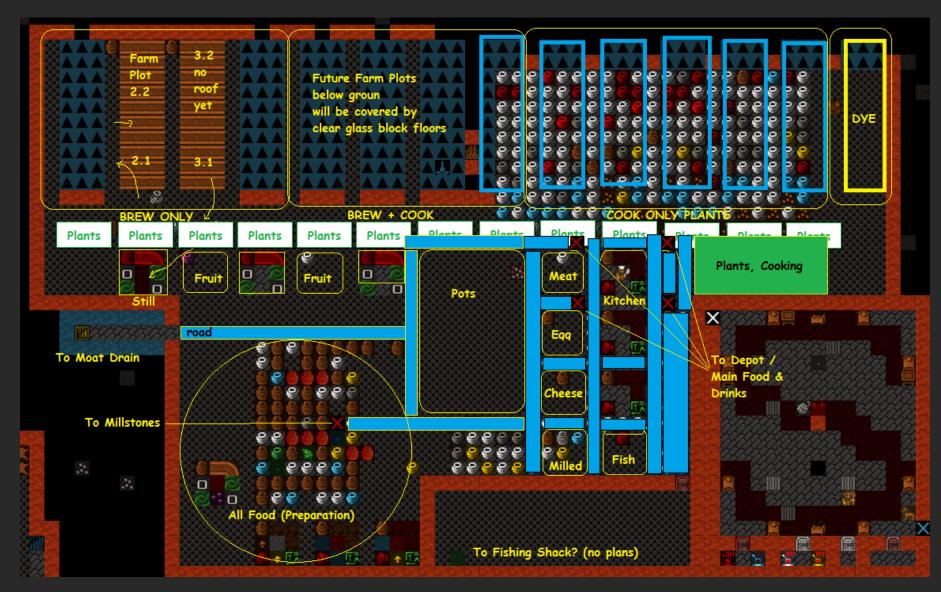
Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on October 14, 2015, 01:14:35 am

Question, re: Below Ground Farms.

Can I proceed with digging out and planting the farm plots and leave the above floor uncovered until clear glass blocks are done?

I'm only on the 60th of 420 clear glass blocks.

Here's the kitchen plan, it's still a mess. I had a crash when I started doing roads that was neglected by dwarves doing something else. Or could be from a different source of crash.



Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Gwolfski on October 14, 2015, 01:21:15 am

Quote from: PyroTechno on October 13, 2015, 09:47:58 pm

Quote from: QuQuasar on October 13, 2015, 09:38:14 pm

Sweet Armok. I think we accidentally a World War. And all we wanted to do was grow some food!

It's really more the equivalent of America colonizing Poland right before WW2, I think.

excuse me.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Bearskie on October 14, 2015, 01:31:14 am

Too many things going on o_o. Why am I so unhappy neways? Caterpillars invading the crops?

Quote from: QuQuasar on October 13, 2015, 09:38:14 pm

Sweet Armok. I think we accidentally a World War. And all we wanted to do was grow some food!

Weeerrrl personal experience in legends mode is that post-worldgen tends to be alot rowdier than regular worldgen. Battles are more numerous, ultimately resulting in sites being conquered more often. Even without Breadbowl, the goblin expansion likely would have happened anyway.

They probably wouldnt have waged war against our civ though. So we're still kinda at fault there.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on October 14, 2015, 11:57:57 am

ooc: I'm back at work today. I think I messed up in toggling Refuse Haulers in Dwarf Therapist, and Bearskie helped out clearing the moat where the subborn sentient body parts remain.

I'm doing some reading and research now. It's seems I should:

- 1. Forbid everything out there.
- 2. Forbid Hunting and wood cutting temporarily.
- 3. Remove Refuse Hauling. This is different from Burial, no burial needs at the moment.
- 4. Define a squad that can:

- 4.1 Can Handle Stress
- 4.2 Good discipline (our current Shafts and Earthen) the "don't care anymore" types.
- 4.3 Clear Labor except Refuse Hauling.
- 5. Use stocks menu, un-Forbid and then Dump body parts and corpses.

Send out the squad to do all the refuse hauling prior to trying to reclaim or dump the rest of the crap.

Happy Place. Stress Management

- 1. Set aside rooms with high value items.
- 2. (micro) Individual "likes" made to order for each patient's room.
- 3. 300k stress will take approximately 2 game years to reduce to 100k. Personality types affect duration as well.
- 4. Military recruitment is a possibility.
- 5. Busy dwarf gets happy thought. Be it labor. Just no more exposure to dead sentients.
- 5.1 (micro) Specific "likes" material and high value items that involve labor. (i.e. high quality bucket used in Dyer ship for Dyer labor)

I have 1 captured Goblin Axeman

I don't know what to do with him yet.

There's a neat archery training that can get a recruit to legendary in 1 game month; has the side benefit of splitting bolts. (Bearskie posted on that one some time ago).

But I already created a legit archery range barracks, just no active squad using it yet--I'll let that fun project to the next overseer.

Maybe I should dig deeper and either find flux or if lucky, magma in a season's worth. I mean, 1 or 2 miners doing this should be doable.

Shoot, sounds like a challenge! I have plenty of iron smelted. A magma furnace above ground should doable.

I haven't un-paused Winter 240 yet, so every plan is up in the air.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 14, 2015, 01:43:49 pm

Quote from: QuQuasar on August 13, 2015, 09:39:58 pm

Breadbowl Rules

* Underground crops are not allowed.

- Enclosed crops (aboveground crops underneath some sort of roof) are allowed, on one condition: the roof must be made of clear glass. This is likely to be a worthwhile investment despite the cost of clear glass, as it's quite possible an ill-timed siege could starve you out.

Doing due diligence, this rule therefore allows "aboveground crops" be grown in "farm plots" established below the surface as long as either condition is satisfied: the ceiling above is open to the sky; or the ceiling above is enclosed with clear glass.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Taupe on October 14, 2015, 02:08:12 pm

Quote from: Sanctume on October 14, 2015, 01:43:49 pm

Quote from: QuQuasar on August 13, 2015, 09:39:58 pm

Breadbowl

Rules

 st Underground crops are not allowed.

- Enclosed crops (aboveground crops underneath some sort of roof) are allowed, on one condition: the roof must be made of clear glass. This is likely to be a worthwhile investment despite the cost of clear glass, as it's quite possible an ill-timed siege could starve you out.

Doing due diligence, this rule therefore allows "aboveground crops" be grown in "farm plots" established below the surface as long as either condition is satisfied: the ceiling above is open to the sky; or the ceiling above is enclosed with clear glass.

Seen another way, it means we can't have stacked farms, and all farms must be underneath the sky, thus forcing us to expand, instead of putting seven levels of mushroom plots on top of each other to meet our quota. Aka: each farm we decide to build will be what's occupying this area. Unless, of course, we get crafty and irrigate mud roofs to put farm plots above our storage buildings, which is something we may have to do eventually to feed 3500 dudes and their one turkey per household.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 14, 2015, 02:29:44 pm

The main reason I want it below ground is to reduce paths from plant to process to main stock pile.

As much as having plenty of farm plot, the crops that can be grown are biome limited. I found this out when I acquired seeds that I could not plant. Also some seeds are useless (can't plant, can't cook)

Fruit tree gathering is also very lucrative, but also produce those useless seeds too.

Another projects to streamline this production line are glass pots. This will eliminate the need for masons and stone haulers. :) Hmm, 2 minecarts full of magma can begin a glass furnace in that very level with sand...

Another project would be a fishing shack: enclosed with grate fishing hole, build in fishery, refuse dump, atom smasher. The only issue I have with this is if I should choose the moat as my fishing zone, would it produce fish or would I get spammed with "no fish?"

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: PyroTechno on October 14, 2015, 02:37:30 pm

Quote from: Sanctume on October 14, 2015, 02:29:44 pm

The main reason I want it below ground is to reduce paths from plant to process to main stock pile.

As much as having plenty of farm plot, the crops that can be grown are biome limited. I found this out when I acquired seeds that I could not plant. Also some seeds are useless (can't plant, can't cook)

Fruit tree gathering is also very lucrative, but also produce those useless seeds too.

Another projects to streamline this production line are glass pots. This will eliminate the need for masons and stone haulers. :)

Hmm, 2 minecarts full of magma can begin a glass furnace in that very level with sand...

Another project would be a fishing shack: enclosed with grate fishing hole, build in fishery, refuse dump, atom smasher.
The only issue I have with this is if I should choose the moat as my fishing zone, would it produce fish or would I get spammed with "no fish?"

It should work perfectly fine, if you're okay with only catching pond turtles and a couple other things. They're the only things that spawn

outside of a predesignated river, lake, or ocean.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on October 14, 2015, 03:33:31 pm

Prepared Meals, be it Lavish or Simple meals are counted the same.

Simple meals require 2 ingredients + 1 contrainer. Lavish meals require 4 ingredients + 1 contrainer.

Simple meal from maize flour [5] and boar meat [5] results in Boar Biscuit [10]. It counts as 10 Prepared Meals in the end.

Simple meal from lychee [5], cat tallow [5], maize flour [5] and boar meat [5] results in Boar Roast [20]. It counts as 20 Prepared Meals in the end.

In other words, the number of stacks of each ingredient, sums up the final quantity of the prepared meal. We wants quantities in this case, regardless of value from quality.

Point is lavish meals are efficient in obtaining prepared meal quantity (to a point), and saves on container over simple meals.

Container Info

- Pot holds 60 prepared meals max. I think anything over 60 is put into another container.
- Pot holds 30 booze max. Any excess is put into another container.
- Pot made from Lignite or Jet is lighter than a typical wooden barrel.
- Stone Pot is typically 33% heavier than wood barrels.
- Fire clay s the same weight as wood barrels.
- Glazed clay Pots are lighter than wood barrels.

Currently, our farm plots are not being fertilized.

1 Farm plot tile yields 0-6 stack. Fertilized adds 0-3 stack. So a theoretical max stack of [9] per plant.

So, a focus on making potash for fertilizing farm plots would increase the output of the plants by a theoretical 50%.

This would be more efficient than expanding farm plots by adding pathing routes in above building irrigations. :)

However, I'm not sure what the elf diplomat wanting to cap out trees to 100 per year. We still want animals from them.

The fruit trees can produce as much as 15 stacks of fruits but I'm not sure if the Herbalist skill affects fruit yields. Herbalist, plant gather yields 0-5 stacks. A Legendary Herbalist will always get 5 stack when gathering plants.

Fishing should definitely be a constant food supply also once streamlined (less pathing from fish to kithchen)

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on October 14, 2015, 08:46:07 pm

Oh, no! Fuck this! Pardon my language.

So I make all these plans, dig there, build here, stock pile shuffles, disable jobs and shit.

Unpause.

A vile force of darkness has arrived!

Title: Re: Breadbowl: a Succession Farm [40.24]

Post by: Urist McVoyager on October 14, 2015, 08:48:21 pm

That should be expected. Angus DID see many battles in her future and the world legends info painted that as the Armok honest truth. We're surrounded by enemies, so sieges are going to be common.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on October 15, 2015, 11:31:49 am

Book VI

Chapter 27 (Winter is Coming)

"Moonstone, my eleventh name day comes. Why has Breadbowl forsaken me?" -- Datan `Wild Child' Giginfath, "Datan `Wild Child' Fliersacks", Dwarven Child of Special Project: Little House in the Jungle"

Planning for Winter

Excerpts from the journals of `Sanctume' Olinlelum, "`Sanctume' Tongswane", Overseer of the King's Mandate in Breadbowl 240, First Mace Lord of Breadbowl, Captain of the Guard.

30th Timber, 240, Late Autumn.

My concern for corpses and body parts of goblins and trolls in the moat is causing our citizens to be horrified at the sight.

I was overseeing these task in the wrong order, but now I shall correct these mis-steps.

First, everything outside the walls are forbidden, that includes even logs that remained on top of the walls when trees were fell.

The next order of business is to muster the wood cutters and tell them they are not to do any wood cutting until they are told do otherwise. Any wood inside the walls can still be hauled. There are 10 Wood Cutters:

- Gwolfski, the duke with his training axe!
- Mason Capt, really, you're a mason cutting wood?
- Morul K.

- Rakust I.
- Vucar T.
- Eshtan B.
- Dobar O.
- Uzol M.
- Zuglar A.
- Erib U.

This is a crying shame that training axes are still being used. I hope to remember to order 10 iron battle axes and forbid all training axes.

The next order of business is to muster the hunters and tell them no hunting until told otherwise. There are 10 Hunters:

- Cilob V.
- Onul L.
- As M. ("he" is not my daughter!)
- Udil L.
- 'Corpse Duty' Edem G.
- Zasit B.
- Ral T.
- Ushat E.
- Kogan A.
- Sodel O.

Now that the moat is nearly empty, I am tasking 10 citizens with 5 reserves to the grim "Corpse Duty" labor.

I muster them, and noted their current labors.

All their current labors are cleared, and only gives one duty: Refuse Hauling.

My 15 Corpse Duty candidates are:

- Uzol M. = Milker, Cheesemaker, Spinner, Mechanic
- Zuglar A. = Fishing, Mechanic
- Thob L. = Animal Caretaker
- Urvad A. = Miller, Thresher, Butcher, Tanner, Mechanic
- Dodok S. = Metalcrafter
- Iteb D. = Animal Caretaker, Animal Trainer
- Morul K. = Soaper, Furnace Operator
- Zan C. = Herbalist, Milker, Cheesemaker, Shearer, Spinner
- Lokum I. = Cheesemaker, Tanner
- Zulban U. = Thresher, Milker, Cheesemaker
- Likot M. = Butcher, Tanner, Leatherworker, Bone Carver
- Ral T. = Miner
- Oddom R. = Furnace Operator
- Asen U. = Fish Cleaner, Architect
- Amost L. = Milk, Cheese, Shearer, Spinner

Next, I ordered the atom smasher to be activated in garbage tower.

I then met with May, our recordkeeper, to check the stocks. Unforbid every body part, then mark them for dumping Unforbid every corpses, then mark them for dumping

I updated the standing orders for the refuse, to take them from the outside, ignore the vermins.

I also set to dump corpses, and dump others as well.

I then went to the current messy Boneyard and unmark the dumping of those a few bones and shells and skulls to save them as well as removing these less important job of dumping body parts. There are a few sentient body parts here, so those are to be dumped. I want the corpses and body parts out of the moat moved first.

--

My digs and flooring for the new hallway and room leading to the 2nd archery range is almost complete. I designate a Wood Shield only stockpile, specifically reserved for Glumprong Shields.

A Carpenter shop for Neblime with a private Glumprong wood stockpile.

Wood have different density, despite them weighing lighter than metal shields.

Feather Wood 100 density (none available)

Willow 390 (many available)

Most of the wood are 600 density.

Glumprong is 1200 density.

Blood throrn has the highest wood density of 1250.

Glumprong is twice the density of normal wood, and only grows in evil biomes. We have some ready to be cut. The elves should understand if we go beyond the 100 cap. They are evil trees!

_.

The King's Mandate is still in effect, and the unused Food and Drink stockpile overflow is activated to clear for the digging. I would like to at least dig the area clean, and pave the paths in the Grand Kitchen. Make it look more presentable, and impress the polished professionalism of Breadbowl's finest cooks and brewers.

--

Work has began in the Fisher's Guild "Fishing Shack"

There will be 3 grates, and room for a statue, flooring.

The upper levels will be and expansion of the enclosed fortification above the West Moat Filling Station.

The walls and floors will be built on the Boneyard, with the surface level having 4 Fishery, and the second level will have Crafts Dwarfs for decorating with bones and shells. The basement will have the access to the decorated finished goods, and a path for the prepared fish.

The Craftsdwarf shop next to the Butcher's shop will be dismantled and replaced with a second Butcher's shop. There will also be a new stairs heading below to the meat stockpile.

--

Finish the remaining 10 clear glass blocks flooring to complete Farm Plot 3.1

--

I reviewed the Food Inventory with Recordkeeper May.

Since the caravan came early last Autumn, our prepared meals and drink production stockpile has overflowed, and we still have plenty of food preparation ingredients available that we can halt cooking and brewing and focus on hauling and redesignation of stockpiles in the

Grand Kitchen. Spoiler: Check Food Inventory (click to show/hide) Meat 39 - hunting has been good, and few slaughters from the animal pens. Fish None - no good fishing, awaiting Fishing Shack Raw Fish None Egg 13 **Plants** Barley 79 Rye 808 rice Plant 500 Maize 1062 Potato Plants 13 Sweet Potato 2 Prickle Berry 5 Strawberry 5 rat weed 247 Fisher Berry 109 Rope Reed 72 Blade Weed 186 (dye) Sliver Barb 224 (dye) Whip vines 1550 Cheese 0 Powder gypsum 10 sand 1 emerald dye 127 barley flour 3 rye flour 14 rice flour 15 maize flour 10

silver dye 145 whip vine flour 42

Leaves strawberry 5 red spinach 2 (flagged as Forbid and Dump) horned melon 62 must melon 4 (flagged as Forbid and Dump) passion fruit 2 grapes 5 FD cranberries 3 (flagged as Forbid and Dump) carambolas 78 quavas 39 rambutans 92 dates 2 lychees 176

My conclusion is that the dyes (Blade Weed and Sliver Barb) farm plots be moved to Farm Plot 1.1 and 1.2 with the plant and stockpile flowing to the south where the Clothing and Leather Guild building is. This can connect underground by building basement 2 of CLG, thus making it's current fortified 2nd floor an inside bunker for the future.

There are 8 active millstones above. The shops up there will need some planning to make the efficient flow of dyes and flours.

A dairy building may be needed to handle the eggs, milking and cheesemaking. Or perhaps just use the same millstone building, and expand the flow of dyes and flour to the basement 1 and basement 2 instead. I have to wait how the paving of the Grand Kitchen progresses.

I commit to fallow the surface farm plots to get ready for digs once the Grand Kitchen stockpiles are cleared. The farmers can focus on food hauling in the beginning of winter.

I placed notes on North Refill Station. The power reactor, pump stack, and 2nd floor lever is still under construction. The fortification and shut off bridge is already linked to a lever.

I think I am forgetting something. But I'm looking forward to a "peaceful winter." Oh yeah, I wonder how Datan 'Wild Child' is doing.

1st Obsidian, 240, Early Winter

Ahh, the plans are set in motion. Let's see those corpses moved!

A vile force of darkness has arrived!

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on October 15, 2015, 12:17:27 pm

ooc: I have not un-paused yet. But spent many hours writing up plans of execution. And I go back and forth on where to commit.

1. Issue 1, why aren't these guys wearing iron helms? I have made 20 at least. So now I get to hope pickup their equipment. I have to get back to google foo on "r replace clothing means this is the current setting, and not a toggle to replace clothing" as far as the military / uniform screen. Same for "m matches exactly."

2. Our effective army consists of maybe 20. 5 in Shafts, 4 or 5 in Earthen. 10 in Watch does not have all marskdwarves, but I can field over 10 with at least 1 in marksdwarves. There is a "Rangers" squad that only some have marksdwarf. I think I read back that hunting was prohibited at some point.

And there is Oddom with 3+ axedwarf not in the squad that is training. A shame.

So it looks like I have:

Shafts [5] Spear Lord (Taupe dorfed), Spear Lord (Tekkud undorfed), Swordmaster (Kubuk undorfed), Axe Lord ((Fairybrow dorfed), Mace Lord (Sanctume dorfed).

Earthen [4] Axe Lords (Vortex, Angus dorfed, Ezum and Olon undorfed)

Watch [10] Marksdwarves of at least +1 crossbow skill. (Pyro dorfed), the rest is undorfed

Rangers: [~4] Zasit (marksdwarf), Oddom (axedwarf), and the rest is mixed "no skill with discipline" peasants weapon unknown.

Looking at this, it's possible Oddom was taken out of Earthen at some point?

Now would be a time to get dorfed, and see how you're fated.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: QuQuasar on October 15, 2015, 07:32:05 pm

I'd also like to offer: if you're already dorfed, but you want to name a second dwarf (something different from the first one, obviously), go ahead. We have plenty of spares, and it'll make future events more interesting if they involve named dwarves.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on October 15, 2015, 07:43:34 pm

Quote from: QuQuasar on October 15, 2015, 07:32:05 pm

I'd also like to offer: if you're already dorfed, but you want to name a second dwarf (something different from the first one, obviously), go ahead. We have plenty of spares, and it'll make future events more interesting if they involve named dwarves.

The Shafts of Fortifying

- `Taupe' Ilromilral, "`Taupe' Peaktreaty", militia commander (Taupe (http://www.bay12forums.com/smf/index.php? action=profile;u=107854))
- `LordBrassroast' Betankulet, "`LordBrassroast' Calmabbey", Spearmaster (LordBrassroast (http://www.bay12forums.com/smf/index.php?action=profile;u=112526))
- Alexis' Zulbandesis, "`Alexis' Bannersnarls", Swordmaster (Gwolfski (http://www.bay12forums.com/smf/index.php? action=profile;u=110835))
- `Fairybrow' Mengzokun, "`Fairybrow' Lashedsieged", Wrestler (fairy eyebrow (http://www.bay12forums.com/smf/index.php? action=profile;u=112917))
- `Sanctume' Olinlelum, "`Sanctume' Tongswane", Macedwarf (Sanctume (http://www.bay12forums.com/smf/index.php? action=profile;u=94346))

The Earthen Assaults

- Vortex' Tunlerteth, "`Vortex' Doortangle", militia captain (Vortex (http://www.bay12forums.com/smf/index.php? action=profile;u=112955)
- `Murky' Astanan, "`Murky' Sabrenight", Axe Lord (QuQuasar (http://www.bay12forums.com/smf/index.php? action=profile;u=100531))
- `Techno' Zonbal, "`Techno' Helmedtones", Axedwarf (PyroTechno (http://www.bay12forums.com/smf/index.php? action=profile;u=110605))
- 'Angus' Ingizsezuk, "'Angus' Ceilingslapped", militia captain (Urist McVoyager (http://www.bay12forums.com/smf/index.php? action=profile;u=96082))

Neighborhood Watch

- Zefon Lolokdomas, "Zefon Graniteguild", Cook, militia captain undorfed
 `Kolven' Letmosnir, "`Kolven' Cobaltland", Hunter (Hiddenleafguy (http://www.bay12forums.com/smf/index.php? action=profile;u=112286))

- Sazir Kogankalan, "Sazir Boattrails", Bone Carver undorfed
 Ushat Erarmistem, "Ushat Leadportals", Crossbowman undorfed
 `Neblim' Vucarurol, "`Neblim' Urncloses", Hunter (Neblime (http://www.bay12forums.com/smf/index.php? action=profile;u=100394))
- 'Pyro' Regmorul, "'Pyro' Glovepages", Furnace Operator (PyroTechno (http://www.bay12forums.com/smf/index.php? action=profile;u=110605))
- Udil Likottatlosh, "Udil Inkfishes", Crossbowman undorfed
- `Japa' Athelgatin, "`Japa' Ringpanthers", Weaver (Japa (http://www.bay12forums.com/smf/index.php?action=profile;u=17181))
- `Browedeyesfairy' Menguling, "`Browedeyesfairy' Lashcrazes", Ranger (fairy eyebrow (http://www.bay12forums.com/smf/index.php?action=profile;u=112917))
- Likot Moruldustik, "Likot Pagedboars", Bone Carver undorfed

Civilians (Ranger) Reserves just started training, have some discipline.

- Dodok Osdatan, militia captain undorfed
- · Dumat Cattenvush undorfed
- Vabok Sigungoden undorfed
- Ushrir Nokomostath undorfed
- Goden Egominod undorfed

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: PyroTechno on October 15, 2015, 09:16:11 pm

Quote from: QuQuasar on October 15, 2015, 07:32:05 pm

I'd also like to offer: if you're already dorfed, but you want to name a second dwarf (something different from the first one, obviously), go ahead. We have plenty of spares, and it'll make future events more interesting if they involve named dwarves.

Hmmm. There's already a Pyro, so how about a Techno? He or she could be a mechanic or something.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Japa on October 16, 2015, 04:29:00 am

I went and took a little tour of your fortress. (https://youtu.be/atT4S_gZ2y4)

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Bearskie on October 16, 2015, 06:13:36 am

Ooh, siege. These goblins want us, THEY REALLY WANT US! *sniff*

Quote from: Japa on October 16, 2015, 04:29:00 am

I went and took a little tour of your fortress. (https://youtu.be/atT4S_gZ2y4)

I see you've met the trees.

On another note, no visit to Breadbowl is complete without a tour of the noble quarters and the -redacted- tombs.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 16, 2015, 08:20:45 am

Quote from: Japa on October 16, 2015, 04:29:00 am

I went and took a little tour of your fortress. (https://youtu.be/atT4S_gZ2y4)

Thanks Japa, Armok Vision is looking awesome. It's truly a delight to see fellow DF players apply their talents and creativity into making DF a better experience.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 16, 2015, 10:24:09 am

Quote from: Gwolfski on October 06, 2015, 11:09:48 am

Gwolfski has mandated some work!

Get some new cloths made asap or your are going in my drowning chamber! Give me a steel axe or else you will slow death by training axe! Also brew bear!

Oh my beard! Unfortunately, we have no few steel to make battle axe, as I ordered helms and "swoosh" engraved high tops boots. You did mandate Battle Axes many times, but they are all made of iron.

When I forbid wood cutting, the duke is still holding a training axe.

Hopefully, if we survive the Winter Siege, I will remember to enable wood cutting, and dump all other training axes.

It's going to be a long winter, I'm afraid.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 16, 2015, 10:33:05 am

Quote from: Bearskie on October 06, 2015, 11:53:17 pm

Seeing your excitement as to holding the poll in the first place, I'd say that there's definitely someone going to die. Someone important. Thus... G I CHOOSE YOU! Did the Hill of Death actually do something back there, or was that just writing imagery?

+ Our retracting bridges seem woefully inadequate for defense protection. Raising bridges recommended instead once this is over.

I sure am glad the raising bridges are completed and linked in Autumn, or we would have been caught with out pants dropped this winter.

It (the bridges) gives certain strategy that I shall employ to the fullest.

I just hope nothing goes wrong in my plans and executions, I mean executing plans, that is.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 16, 2015, 10:42:38 am

Quote from: QuQuasar on October 09, 2015, 12:36:19 am

Holy crap. Did *not* see that coming.

Rest easy, brave dwarf, knowing that your sacrifice saved our sweet, sweet corn-stalks. And fertilised them, even! Y'know, with your brain.

A year from now that farm plot will grow the sweetest, largest corn on the cob. Every dwarf in breadbowl will walk past them, and remember in silence the loss of a brave hunter and brilliant tactitian. And that night they'll raise a mug of maize beer in your name, in memory of an overseer, a hunter... a friend.

Goodbye, dearest SQman. May weeping gorlaks sing you to your sleep.

Our Maize plants count is 1062, Whip vines is 1550. Milled into flour for the prepared meals, Maize Flour 10, whip vine flour 42.

IIRC, Whip Vine is the next plot over, and the Maize farm plot became fallowed / destroyed so I started with Farm Plot 2 below ground first.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 16, 2015, 10:45:15 am

Quote from: SQman on October 09, 2015, 10:26:48 am

First dwarven blood this year and it's me. Well, at least i've died fighting a troll, not a hamster. I'm glad I'll finally fill my pretentiously opulent silver sarcophagus and spend eternity with my favourite gorlak. Now them dwarves need to fight extra fiercely: they have to protect their farms AND avenge a delusional, eccentric ex-overseer who had almost turned the fortress into an aquarium once.

Fun fact: I actually wanted some terrifying monster to protect my tomb. Like a troll, ogre or a semi-megabeast of some kind. I've failed to catch one in time and suddenly a gorlak.

There may yet be a chance to fulfill this. Can you assign more than 2 critters in a chain/restraint?

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: SQman on October 16, 2015, 11:03:13 am

Quote from: Sanctume on October 16, 2015, 10:45:15 am

There may yet be a chance to fulfill this. Can you assign more than 2 critters in a chain/restraint?

I'd say leave the gorlak there. It's an important part of breadbowl now, just like the moat, corpse cart, red spinach cancellation spam (which you've already resolved, if I remember correctly), and that corpse in the well.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 16, 2015, 11:13:28 am

Quote from: Sanctume on October 13, 2015, 12:25:28 pm

ooc

Busted up my left knee, ow. So I'm off today again.

Very little story being generated, which is kinda good as I focus haulers and roads / flooring.

It's a 20 FPS crawl since I have 2 Drain Moat into Aquifer going on the West bridge.

I also set waterwheel generator on the south east and that too is pumping.

My triple three screw pump stack Refill Moat on the West seems to work. I spent mostly on Notes, haha!

So it's clean up now. If invaders come, I'm turtle-ing. Unless the dry moat encourages wall climbing... let's hope not.

Sorry for quoting myself earlier, but invaders are here today, and turtle-ing is no fun. My avatar is Happy from Snow White, so I want happy fun times instead.

So I'm just preparing, re-reading my past post to get back into story telling mode instead of report/building mode.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 16, 2015, 11:39:20 am

Quote from: SQman on October 16, 2015, 11:03:13 am

Quote from: Sanctume on October 16, 2015, 10:45:15 am

There may yet be a chance to fulfill this. Can you assign more than 2 critters in a chain/restraint?

I'd say leave the gorlak there. It's an important part of breadbowl now, just like the moat, corpse cart, red spinach cancellation spam (which you've already resolved, if I remember correctly), and that corpse in the well.

Yeah, I think the red spinach is gone (I think), or could be buried by the current Potash spam for Pearlash.

I will not be touching the corpse in the well. :)

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: faiy eyebrow on October 16, 2015, 03:59:52 pm

due to the excess of available dwarves may i suggest "Browedeyesfairy" for whomever seems interesting at the moment

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 16, 2015, 08:03:28 pm

Book VI

The malice within the cloud of profane smoke had glee when it suffocates dwarves and dogs alike in seasons past. It observes a dwarf spying the stone structure built not long ago. The malice is puzzled when a young dwarf now dwells within its stone walls. But the profane smoke floats through its fortifications and smothers the boy. Alas, the boy loses consciousness and wakes up as if nothing has come to pass. The suffocation is but temporary. However, the malice gains knowledge of its existence that it can leave imprints of its madness upon the unconscious being. Perhaps hints of terror within dreams for the boy shows signs of madness and melancholy as time passes by.

Chapter 28 (Winds of Winter)

1st Moonstone, 240, Early Winter

I miss the mountains, even mountains lower than these misnamed The Hills of Death, great lopsided heaps of half-buried rock salt boulders, webbed with forests of glumprong trees, battered by rain most of the year.

I want to unlock the hatch and visit the boy but duty requires of me to withhold compassion, for now. It has been three months since I locked him in.

And so I stood there, hidden behind trees so as Datan not glimpse a sight of me. I content myself to look at the Little House in the Jungle from this proximity on this first crack of dawn of winter's morning. But only for a moment, because I pull off my ratty wool cap, drenched in this rain.

I remind myself to get a helm on my way back to Breadbowl as the winds of winter blows from the northeast, biting the back of my neck. Itching, I scratch it with Alaknikot.

"Datan 'Wild Child' Fliersacks will be the chosen test subject of Special Project: Little House in the Jungle." -- unpublished mandate of `Gwolfski' Uristirtir, "`Gwolfski' Daggerdangles", duke of Breadbowl)

"Oh No!"

Drums... drums in the deep forest, and horns sound muffled by the trees can be discerned from this height.

I see Goblins and Ogres emerge from the forest edge, northeast of Breadbowl.

I am but a child.

Why do I have to wait another year before I can pick up a crossbow and shoot these invaders?

They come. They know I am up here.

I can smell their stench as foul as that profane smoke who molests my dreams and sanity.

I hear the yelping anguish of the dog below. It was awful.

Thud. Thud. Crash.

I hear the door below burst into splinters. It must be Ogres' doing.

Then followed by a gurgling dog's last struggle.

"In the midst of conflict, I must press on!"

I am terrified while in conflict.

There are some whining too. Good, the five cage traps serve their function.

There is metal on metal scratching sound emanating from the gold rose hatch cover.

The hatch will not move, so they can scratch all season long.

"Go away!"

My bellow excites the horde below.

I hear grunts and roars and low howls from many more Goblins and Ogres emerging from the forest edge.

I dared a peek behind my fortifications but bolts and arrows clinked, so I duck in bed safe from sight, but not from sound.

--

A vile force of darkness has arrived!

Likot of Watch reports, "Goblins and Ogres are sighted coming from the the northeast."

I climbed above the Blacksmith and one unfinished wall has a view of the invaders from the northeast.

ALERT!

They are emerging from the forest edge just south and east of Datan's house.

Burrows are now active: "Safe Indoors," "Inside In-Wall," "Wall Construction" which includes the refill stations, "Corpse Retrieve" updated to not include the moat, and "Happy Place."

Good, no one is out hunting. One citizen in the west and one in the south outside the walls, probably on Corpse Duty.

--

"I don't need this now, I have too many things to do," I complained.

Commander Taupe says, "We can charge them! The moat is empty and I fear they will climb up and battle inside."

"Too soon to know. We do have individually controlled bridges now. We can use it to our advantage," I reminded Taupe.

Taupe asks, "is everyone ready?"

I frowned, "My beard! That's what I forgot to check Commander. I must check everyone's equipment according to Mandate #4 Metal Equipment."

Taupe bellows, "muster Shafts, Earthen and Watch for inspection!"

--

I glimpsed the current uniforms for Shafts and Earthen: "Metal Uniform" set to "Over Clothing" and "Partial Matches." Watch has "Leather Watch" uniform set to "Over Clothing" and "Partial Matches."

Command inspection

The uniform is simple for Shafts, Earthen: metal armor, wood shield, individual weapon.

The Shafts of Fortifying

100% Commander Taupe presents himself in almost full steel: breastplate, greaves, high boots and gauntlets; ☆iron helm☆. He wields a steel spear and ☆lychee wood shield☆.

90% LordBrassroast is wearing a ratty wool cap. She wields Tenshed Idith, "The Chance of Systems, a bronze spear, and ☆carambola wood shield☆.

Taupe: "LordBrassroast, really, you named your bronze spear? That hat stinks. Get a decent helm, will ya?"

100% Alexis. She wields an iron short sword and Konad Dodok, The Band of Clasps, a paradise nut wood shield.

Taupe: "Now there's a fine show of attention to details."

70% Fairybrow wears a leather cap and cloth shoes. She wields an iron battle axe and ☆paradise nut wood shield☆.

Taupe: "What in Armok's beard have you been doing? Is there shortage of metal boots?"

Fairybrow: "There none left with 'swoosh' Commander.'

80% Sanctume wears wool shoes. He wields Alaknikot, The Ace Actions, a silver mace and bitterwood orange shield.

Taupe looks at Sanctume questioningly.

Sanctume: "There is a shortage of high boots with "swoosh" engravings. Everyone wants those to jump higher!"

The Earthen Assaults

100% Captain Vortex. She wields an iron battle axe $\mbox{$\stackrel{\ }{\cong}$}$ glumprong shield $\mbox{$\stackrel{\ }{\cong}$}$.

Taupe: "Very fine example Captain."

70% Techno wear a ratty dress, a wool cap, and a leather trouser. She wields an iron battle axe and ☆olivewood shield☆.

Taupe: "What's this dress Techno? This is not acceptable."

90% Murky wears one right fur shoe. She wields an iron battle axe and Nothokan, "The Obeisant Meditations", a candlenut wood shield. Murky: "I got one boot, and dunno where the other is. So I wear one."

90% Angus wears a leather cap. She wields an bronze battle axe and ☆paradise nut wood shieldఢ. Taupe growls at Angus, "why a bronze battle axe? We have 43 iron battle axes from all the duke's mandates."

Taupe: "The rest of you, find decent metal armor."

The uniform for Watch is updated to "Leather Watch" uniform: metal helm, leather armor, leather cloak, leather trouser, leather high boots, leather gloves, wood shield and crossbow.

Neighborhood Watch, muster!

Zefon Lolokdomas, Watch Captain

Onul Letmosnir

Sazir Kogankalan

Ushat Erarmistem

Cilob Vucarurol

'Pyro' Regmorul Udil Likottatlosh

Japa Athelgatin

Browedeyesfairy Menguling

Likot Moruldustik

Taupe looks over Watch in disgust, "You all fail! How dare you run around half naked in raggedy cloth, wool or leather? Not even one of you wears metal helms. Zefon, Watch Captain, fix yourself and this miserable bunch."

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Taupe on October 16, 2015, 08:18:57 pm

The captain was furious. How could the men slack off so, after they saw the damage these goblins could do a few seasons ago? Surely the deaths of SQman and others would remind them of their own mortality, and yet...

"Armok-Damnit, why can't nobody pick up one of the new iron helmets?"

A young recruit raises his hand, uncertain.

"Sir, those helms, they... they aren't cool.

-Aren't cool?

-Yeah they... sure they're good quality but they were serial-produced. They don't have a soul, yaknow?

100

- -Yeah sir, the new helmets don't have any swoosh! A second recruit explains.
- -Like he said, continues the first. We can't be dwarves if we can't express our individuality wit--
- -GET THOSE ARMOK-DAMNED IRON HELMETS!"

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Vortex on October 16, 2015, 09:41:44 pm

Did Captain Vortex get new clothes under her shiny armor or is she going to mediate a discussion between the Guild and her battle axe? :)

Also... if this has been asked before I apologize... but why wooden shields and not iron shields?

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Taupe on October 16, 2015, 09:54:52 pm

Quote from: Vortex on October 16, 2015, 09:41:44 pm

Did Captain Vortex get new clothes under her shiny armor or is she going to mediate a discussion between the Guild and her battle axe? :)

Also... if this has been asked before I apologize... but why wooden shields and not iron shields?

Weight, from what I can gather. Lighter equipment means faster actions. A wooden shield is as good at blocking as a steel shield, I'm told. The drawbacks are that wooden shields will get damaged more easily (replacable) and shield strikes won't be as effective.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on October 16, 2015, 11:38:19 pm

Metal shield will be most efficient once the soldier has decent Armor User skills, maybe Legendary level. Otherwise, the weight of the metal shield will mean less movement and number attacks.

Shield for blocks, wood and metal functions the same.

There are plenty of cases where once the target is down, they start shield bashing the head, and wood shields seems to deflect off metal helms.

But when there is a mix of sword, spears and mace, the skull bash or head stab seems to be the first choice compared to shield bashes at that point.

And slashes and hacks from sword and axe seems to deflect also versus iron helms.

I suppose, eventually, the melee will have steel shields, while the marksdwarves will use glumprong wood shields, the 2nd highest density wood at 1200, while most wood are 600 density.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on October 17, 2015, 12:07:38 am

Chapter 29 (The East Gambit)

"By discovering the enemy's dispositions and remaining invisible ourselves, we can keep our forces concentrated, while the enemy's must be divided." -- Sanctume, Doctrine of Bridges

Winter Siege of Breadbowl, 240

Spoiler: Chapter 29 Siege Units (click to show/hide)

Goblin Scout Squad

- 'Dos' Dostngosp Urmgerxung, Goblin Recruit
- 'Ozud' Ozud Emustu, Goblin Spearman
- 'Atu' Atu Stamem, Goblin Lasher
- 'Stozu' Stozu Smunstuunsnku, Goblin Lasher
- 'Dang' Dang Atkustdostngosp, Goblin Maceman
- 'Xung' Ngerxung Onosmbax, Goblin Swordsman
- 'Ars' Arstruk Kutsmobsaspspus, Goblin Lasher'Smut' Smunstu Urarsmgu, Goblin Swordsman
- 1st Moonstone, 240

Likot of Watch calmly relays, "I count 36 Goblins, and 36 Ogres and Ogress coming from the northwest. They have slaughtered the dogs under the house, and all five traps captured some.

Taupe orders, "Relay to the hall, pull the North Quartzite bridge up. Leave the West Bauxite, South Microline, and East Orthoclase bridges down. And get yourself properly geared. Dismiss!"

Most of the troops are sent to equip themselves properly.

--

The horde of goblins and ogres march through the east of Breadbowl.

Two cage traps for local wildlife manages to capture some invaders, reducing their numbers.

The current plan of execution is named, "The East Gambit."

We invite the horde to the east bridge, and at the opportune moment, raise the bridge up and trap a handful of the horde. Depending on the progress of the battle inside, a call to pull down the north bridge to entice the horde to change direction. The hope is to spread out and thin the horde in manageable battles.

The south bridge remains down, for there is no direct path from the east.

The west bridge remains down also, for when the time to raise the north bridge, the hope is that the horde will even spread far to the west bridge, thinning themselves further.

4th Moonstone, 240

Sanctume comments, "This is cutting it close and where are the rest of the troops?"

Taupe grimaces, "We will make do. That east bridge will be raised soon enough to cut off those who gets inside. And get back to the barracks and wait there."



There are 8 goblins inside Breadbowl when Neblime pulls the lever to trap them.

But the squads are still scrambling to pick up their equipment, and not in formation.



Safety Inside and Happy Place burrows are now active.

Dos engages the war dog outside the barracks which signals the start of the battle.

Recruit Dos vs Sanctume (East door, inside blacksmith, 1v1)

Sanctume left behind Alaknikot in the weapon bin and picked up an exceptionally made silver mace instead.

Dos barges inside the barracks and is started with Sanctume waiting there. Sanctume immediately bashes Dos in left lower arm, and fracturing bone. Dos gives in to pain. Sanctume swings the mace and fractures skull.

As Dos falls over, the mace bashes in the head, and injured parts explores into gore. Dos' mangled corpse lays on the floor of the barracks.

Lasher Ars vs Taupe (Northwest, inside blacksmith, 1v1)

Ars moves through the blacksmith door, and whips at Taupe, but the shot is blocked.

Taupe punches Ars in left cheek, collapsing it into lump of gore.

Ars strikes Taupe, but misses.

Taupe stabs the left upper arm, fractures the arm through left shoulder bone, and lodges the steel spear in the wound. Ars loses hold of copper whip, gives in to pain, and falls over.

Taupe pulls on the embedded spear, stabs Ars' in the head, tearing the brain through iron helm.

Ars' corpse lay on the floor of the blacksmith.

Taupe orders, 'lower the north bridge."

Lasher Atu vs Angus (Northwest, outside blacksmith, 1v1)

Atu strikes Angus, but the shot is blocked.

Angus scratches Atu in the right hand, severing motor nerve.

Atu losses hold of the iron scourge, gives into pain, and falls over.

Angus tries to finish Atu with two shield bashes in the head, but deflected by the copper helm.

Lasher Stozu joins Lasher Atu vs Angus (2v1)

Stozu strikes with the copper scourge so viciously that Angus jumps away.

Lasher Stozu + Lasher Atu vs Angus is joined by Murky (2v2)

Murky arrives and hacks at the prone Atu, decapitating the head.

Atu loses hold of copper helm, iron shield.

Atus's mutilated corpse, and head lays on the ground outside the Blacksmith.

Stozu continues the vicious attacks on Angus, but Angus jumps away. Angus counterstrikes at Stozu, but the shot is easily parried.

Angus hacks Stozu in the upper body, but deflected by iron mail shirt.

Stozu attacks Angus, but Angus jumps away.

Murky hacks Stozu in the upper body, but deflected by iron mail shirt.

Maceman Dang joins Lasher Stozu vs Angus + Murky (2v2)

Murky charges surprising ferocity and knocks over Stozu.

Stozu dazedly attacks Murky and misses.

Dang strikes at Murky but the shot is deftly parried.

Murky counters by hacking Dang's left arm and severed parts sails off.

Dang loses hold of the silk glove and silver morningstar.

Dang's left hand is on the ground.

Murky, "How fleeting life is... This doesn't scare me."

Dang jabs at Murky, twice missing.

Murky hacks Dang's upper lip, injures parts is cloven asunder.

Stozu stands up, and misses Angus.

Angus shield bashes Stozu in the right lower leg, bruising the muscle.

Spearman Ozud stabs the war dog in the head with her silver spear killing it.

Angus, "So easily broken... This doesn't scare me." Murky, "Death... This cannot horrify me."

Swordman Xung and Spearman Ozud joins Maceman Dang + Lasher Stozu vs Angus + Murky (4v2)

Stozu misses Angus.

Angus punches Stozu in the left foot, injured parts explodes into gore.

Xung misses Murky.

Murky punches Dang in the upper lip bruising muscle.

Ozud attacks Murky, but Murky jumps away!

The North Quartzite Bridge is now down in hopes the siege outside trickles north instead of trying to climb up the walls.

Dang misses Murky twice.

Murky hacks Dang's right foot, severed pats sails off.

Dang loses socks, sandals, and falls over.

Dang's right foot is on the ground.

Ozud attacks Murky but the shot is blocked.

Angus shield bashes Stozu twice in the head but deflected by the copper helm.

Xung misses Angus.

Ozud missed Murky.

Murky hacks Ozud in the right lower arm, severed parts sail off.

Ozud loses hold of glove and silver spear.

Xung misses Angus

Dang with no left hand, and no right foot, still attacks Angus from the ground, missing.

Angus jumps on and bites Dang in the left foot, bruising muscles, and latching firmly.

Swordman Smut joins Swordman Xung + Spearman Ozud joins Maceman Dang + Lasher Stozu vs Angus + Murky (5v2)

The battle splits into two cluster.

Swordman Smut joins Spearman Ozud vs Murky (2v1) Ozud strikes at Murky but the shot was deftly parried. Murky charges Ozud, knocks him over tumbling backwards. Ozud stands up and misses Murky. Murky bites Ozud in the left foot, fracturing bone and shattering left ankle. Murky latches on firmly. Ozud falls over and gives in to pain.

Smut misses Murky.

Murky shakes Ozud around by the left foot, tearing apart muscle and bone. Murky hacks Ozud in the head, severed parts sail off. Ozud's mutilated corpse and head is on the ground.

Lasher Stozu + Maceman Dang + Swordman Xung vs Angus (3v1)

Dang misses Angus. Angus shakes Dang around by the left foot, tearing muscle and bruising bone.

Dang misses Angus.

Xung misses Angus

Angus punches Dang in the left upper leg, fracturing bone. Dang gives in to pain.

Xung charges Angus, collides, and they tangle together and tumble forward. Angus stands up.

Angus strikes Xung in the right lower leg with the shield, bruising bone.

Xung misses Angus.

Angus strikes Xung in the right hand with the shield, injured part is crushed.

An artery has been opened.

Xung loses hold of the copper two-handed sword, and gives into pain.

Angus strikes at Xung in the head twice with her wood shield, but deflected by the iron helm.

Angus continuously strikes at Xung in the head twice with her wood shield, but deflected by the iron helm.

Swordman Smut vs Murky is joined by Vortex Smut misses Vortex. Vortex scratches Smut's fourth toe, shattering nail.

Smut misses Vortex. Murky hacks Smut's left foot, injured parts is cloven asunder.

An artery has been opened. Smut falls over.

Smut strikes at Vortex, but the shot is parried.

Vortex hacks Smut in the right lower leg, inured part is cloven asunder.

An artery opens.

Murky kicks Smut in the left foot, shattering bone.

Smut misses Vortex.

Vortex hacks Smut's right hand, injured part is cloven asunder. Murky hacks Smut's head, injured part is cloven asunder. Smut's mangled corpse is on the ground.

Vortex, "Death... This cannot horrify me." Angus, "Death is all around us. This cannot horrify me."

Murky hacks Lasher Stozu's head, severed parts sails off Stozu loses hold of the copper helm, copper shield, and copper scourge. Stozu's mutilated corpse and head is on the ground.

Dang have bled to death from multiple head bruising, and missing limbs. Dang's mutilated corpse is on the ground. Techno, "Death... This is truly horrifying."

Techno joins and hacks Xung's head but deflected by the iron helm.

Alexis joins, and stabs Xung's head, tearing the muscle and shattering the skull. The iron short sword has lodged in the wound. Xung's corpse is on the ground.

Spoiler: Chapter 29 Siege Units Result (click to show/hide)

Goblin Scout Squad

- 'Dos' Dostngosp Urmgerxung, Goblin Recruit (killed by Sanctume, silver mace explodes gore into gore)
- 'Ozud' Ozud Emustu, Goblin Spearman (killed by Murky, iron battle axe decapitate head)
- 'Atu' Atu Stamem, Goblin Lasher (killed by Murky, iron battle axe decapitate head)
- 'Stozu' Stozu Smunstuunsnku, Goblin Lasher (killed by Murky, iron battle axe decapitate head)
- 'Dang' Dang Atkustdostngosp, Goblin Maceman (killed by Murky, iron battle axe, bled to death, decapitated hand and foot)
- 'Xung' Ngerxung Onosmbax, Goblin Swordsman (killed by Alexis, iron short sword, shatters skull)
- 'Ars' Arstruk Kutsmobsaspspus, Goblin Lasher (killed by Taupe, steel spear tears brain)
- 'Smut' Smunstu Urarsmgu, Goblin Swordsman (killed by Murky, iron battle axe decapitate head)

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 17, 2015, 12:11:41 am

ooc: I will be out of town this weekend and will be back Sunday night.

I have raw notes for the next chapter, so perhaps I can work on them, but no promises.

Have a good weekend everyone:)

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Taupe on October 17, 2015, 01:21:41 am

Enjoy your weekend, Sanctume!

As for Japa, that was a cool overview of the fortress. Just how many viewing utilities did you make?

And for my dwarf, he... seems to have a habbit of bitch-slapping nemeies's faces into a pulp mid-conversation. This is immensely bad-ass and I approve of it.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Japa on October 17, 2015, 01:52:11 am

Quote from: Taupe on October 17, 2015, 01:21:41 am

As for Japa, that was a cool overview of the fortress. Just how many viewing utilities did you make?

Isoworld, Dorven Realms, and Armok Vision. I did a lot with Stonesense, but I wouldn't call it my project.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on October 17, 2015, 02:12:58 am

Ogres? Oh carp. Those guys are... uh, pretty dangerous.

Quote from: Wiki

It is interesting to note that a clothed ogre is a lot tougher than a troll; it can often shrug off masterfully wielded, masterwork steel battleaxe strikes.

Dealer, I'll go all-in this time with the 'everyone dies and Breadbowl burns to the ground' option.

Quote from: Sanctume on October 16, 2015, 10:45:15 am

There may yet be a chance to fulfill this. Can you assign more than 2 critters in a chain/restraint?

Nop. More creatures will mean more chains, unfortunately.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: SQman on October 17, 2015, 05:12:03 am

A pack of ogres is nothing, but an army of them... Maybe with right tactics things won't go too messy. Who am I kidding, our bearded friends will be turned into +dwarf bone bread+ as soon as the horde gets inside.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 18, 2015, 08:05:04 pm

I have some name changes, and will retcon back to Book VI only.

Tekkud Betankulet, "Tekkud Calmabbey", Spearmaster is now `LordBrassroast' Betankulet, "`LordBrassroast' Calmabbey", Spearmaster

Kubuk Zulbandesis, "Kubuk Bannersnarls", Swordmaster is now `Alexis' Zulbandesis, "`Alexis' Bannersnarls", Swordmaster

Ezum Astanan, "Ezum Sabrenight", Axe Lord is now `Murky' Astanan, "`Murky' Sabrenight", Axe Lord

Olon Zonbal, "Olon Helmedtones", Axedwarf is now `Techno' Zonbal, "`Techno' Helmedtones", Axedwarf

As Menguling, "As Lashcrazes", Ranger is now `Browedeyesfairy' Menguling, "'Browedeyesfairy' Lashcrazes", Ranger

Kogan Athelgatin, "Kogan Ringpanthers", Weaver is now `Japa' Athelgatin, "`Japa' Ringpanthers", Weaver

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 18, 2015, 10:05:38 pm

Chapter 30 (The North Split)

"We can form a single united body, while the enemy must split up into fractions. Hence there will be a whole pitted against separate parts of a whole, which means that we shall be many to the enemy's few." -- Sanctume, Doctrine of Bridges

Winter Siege of Breadbowl, 240

5th Moonstone, 240

"I've been alright." -- Datan after the East Gambit.

Corpse Duty burrow is active and updated to include the recent goblin corpses.

Not all the troops are ready as some are still picking up equipment, and some asleep.

6th Moonstone, 240

"The North Split" plan is to pull the east bridge down while the north bridge is also down.

This should entice the horde to split its forces between north and east bridge.

As some invaders come inside Breadbowl by the north bridge, both north and east bridges will be raised up.



Spoiler: Chapter 30 Siege Units (click to show/hide)

Ogre Shock Troops, 1st Squad

- "Lola" Ngerxung, Ogress
- "Tito" Ngerxung, Ogre "Song" - Song, Ogre
- "Dub" Snodub, Ogress "Snang" - Snang, Ogress
- "Stozu" Stozu, Ogress
- "Bosa" Bosa, Ogre
- "Stro" Strodno, Ogress

The first shock troops are inside, and so any soldier that is ready is to station on the road north of the farms.

Ogre Song vs Alexis

Alexis is the first to engage Song, iron short sword ready.

Alexis steps in "Arc of the Moon" that slices the upper body, fracturing the left false rib, followed by a precise skull stab. Song gives in to pain, and falls over.

"The Moon Rises Over the Water" tears head muscles in three successive slashes which ends up lodging the iron short sword in the wound.

Alexis pulls on the short sword.

"The Moon Rises Over the Lakes" tears more head muscles in three successive slashes and ends with a jump stab that tears the brain. Alexis stands up.

Song's corpse lays on the ground.

Ogress Snodub vs LordBrassroast

Snodub lumbers forward and swings her mighty arm at LordBrassroast, missing.

LordBrassroast stabs Snodub in the left foot, chipping bone and left ankle, ligaments are torn.

Tenshed Idith, bronze spear lodges in the wound.

Snodub falls over, gives into pain.

LordBrassroast pulls on the bronze spear, rolls forward, leaps up in the air and stabs down Snodub in the head, chipping the skull, tearing the brain.

Snodub's corpse lay on the ground.

Ogress Snang vs Vortex, Alexis and Murky

Snang runs through piles of gems, and swings a meaty left hand at Vortex, missing.

Vortex jump kicks Snang in the upper body, bruising muscle.

Snang swipes her left arm, then right hand, missing Vortex.

Snang charges at Vortex, but Vortex jumps away.

Snang ends up with three dwarves: on the left, front and right.

In the same moment, Murky hacks Snang in the right upper arm; Alexis slashes in the left lower arm; Vortex hacks with her iron battle axe in the right upper leg. But Snang spun and deflected all attack with her fur robe.

Snang punches at Vortex, missing.

Vortex jumps on Snang and bites the lower lip, bruising muscle and latching on on firmly.

Alexis slashes in the right upper arm, but the attack is deflected by fur robe.

Murky hacks with her iron battle axe below the robe in the left foot, and tears open an artery.

Snang falls over, breaking the grip of Vortex's upper front teeth on her lower lip.

Snang kicks at Murky, missing.

Vortex hacks in the neck, and Murky hack in the left lower leg, but both attacks are deflected by the robe again.

Alexis "Kissing the Adder" stabs Snang in the left upper arm, fracturing bone.

Vortex and Murky hacks Snang in the head simultaneously, fracturing the skull, and Snang falls over.

Alexis "Striking the Sparks" stabs Snang in the head, tearing parts and opening at artery.

Snang's corpse lay on the ground.

--

Ogress Stozu vs Murky, Sanctume and LordBrassroast

Stozu is contemplating whether to use wood log as weapon.

Murky runs swiftly and hacks Stozu in the right foot, fracturing bone and opening artery.

As Stozu is falling, LordBrassroast stabs Stozu in the right lower arm, fractures bone.

Stozu has become enraged but also gives into pain.

Murky lodged her iron battle axe in Stozu's, opening artery.

Sanctume bashes Stozu in head with Alaknikot, fracturing skull.

LordBrassroast stabs the fractured skull and tears the brain.

Snang's corpse lay on the ground.

--

Ogre Bosa vs Murky, Vortex and LordBrassroast

Bosa swings his right arm at Murky, missing.

Murky tears Bosa's head muscle with the iron battle axe.

Bosa swings with his left arm, missing Murky.

Murky hacks Bosa in upper body, but it's deflected by the fur robe.

Vortex pommel strikes Bosa in the left foot, bruising muscle

Bosa strikes with both fists, but Murky blocks and sweeps low with the iron battle axe connecting in the left foot, fracturing bone.

Bosa falls over as an artery opens.

Bosa kicks at Murky, missing.

Murky hacks in left hand, bruising.

Vortex hacks right lower leg, but deflected.

Bosa kicks at Vortex, missing.

LordBrassroast arrives, stabs Bosa in head, chip skull, tears brain.

Bosa has been knocked unconscious.

Bosa's corpse lay on the ground.

--

Ogress Strodno vs Vortex, Murky, Sanctume and LordBrassroast

Strodno punches with a left hand at Vortex, missing.

Vortex scratches Strodno in the left leg, bruising muscle

Strodno swings a right arm at Vortex, missing.

Murky slaps Strodno with the flat of axe in the right lower leg, while Vortex hacks in lower body, both attacks are deflected by the fur robe.

LordBrassroast stabs Strodno in right foot, severing motor nerve.

Strodno falls over, gives into pain.

Sanctume bashes Strodno in right upper leg, fractures bones.

LordBrassroast stabs Strodno in head, chips skull, tears brain and lodges spear in the wound.

Strodno's corpse lay on the ground.

--

Ogre Tito vs Sanctume and Vortex

Sanctume bashes Tito in the lower arm, fracturing bones.

Tito gives into pain.

Sanctume bashes Tito in the head twice, fracturing skull.

Vortex hacks Tito in head, fracturing skull.

Sanctume bashes Tito in the head, explodes into gore.

Tito's corpse lay on the ground.

--

Ogress Lola vs LordBrassroast, Sanctume and Murky

LordBrassroast scratches Lola in right root, bruising muscle.

Lola swings a left hand at Murky, missing.

Murky hacks in right upper leg is deflected by a fur robe.

Sanctume bashes Lola in left lower arm, LordBrassroast stabs in left lower arm, both attacks fractur bones.

As Lola gives into pain, falls over, Murky hacks in the head and fractures skull.

Sanctume bashes in head, fracturing skull.

LordBrassroast stabs in head, chipping skull.

Murky lodges her iron battle axe in the head of Lola.

Lola's corpse lays on the ground.

Spoiler: Chapter 30 Siege Units Result (click to show/hide)

Ogre Shock Troops, 1st Squad

- "Lola" Ngerxung, Ogress (dead by LordBrassroast, Sanctume and Murky, iron battle axe lodges in head
- "Tito" Ngerxung, Ogre (dead by Vortex and Sanctume, silver mace explodes head into gore)
- "Song" Song, Ogre (killed by Alexis, iron short sword, tears the brain)
- "Dub" Snodub, Ogress (killed by LordBrassroast, bronze spear, tears the brain)
- "Snang" Snang, Ogress (dead by Vortex, Murky, and Alexis, iron short sword, tears the brain)
- "Stozu" Stozu, Ogress (dead by Murky, Sanctume, LordBrassroast, bronze spear, tears brain)
- "Bosa" Bosa, Ogre (dead by Murky, Vortex, LordBrassroast, bronze spear, tears brain)
 "Stro" Strodno, Ogress (dead by Murky, Vortex, Sanctume and LordBrassroast, bronze spear, tears brain)

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Vortex on October 19, 2015, 10:29:13 am

Well, I seem to be doing well at being an active participant and giving the enemy a target to attack... now if only I could get my killing blows perfected!

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 19, 2015, 11:02:55 am

Axe Lords love decapitating limbs.

Spearmasters and Swordmasters like to stab skulls and lodging their weapons.

Macelords likes to fracture skulls or end up pulping the brain.

Our Marksdwarfs have not been full time training, and their last minute equipment change put them out of play.

Interestingly, we don't have hammer or pick squad yet. But Breadbowl is focused on making food, not war. And as Quasar mentioned, we're in Act I peace transitioning into War.

ooc: Anyway, I played last night, but I was too tired. I hope the announcement / reports are saved because I did not write them down as raw notes.

So I will try my best to figure out what happens, ya know, who died to whom, and all that gore. :D

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: LordBrassroast on October 19, 2015, 11:16:54 am

Apparently, my dwarf has discovered a novel tactic: Stab them in the foot, immobilizing them with blinding pain, and then straight-up destroy them.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Ama on October 19, 2015, 11:27:41 am

PTW

Dwarf me as a farmer named Ama please.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 19, 2015, 11:29:07 am

Quote from: LordBrassroast on October 19, 2015, 11:16:54 am

Apparently, my dwarf has discovered a novel tactic: Stab them in the foot, immobilizing them with blinding pain, and then straight-up destroy them.

I'm picturing a dwarf using his spear to pole vault against the foot of the target, then instead of letting go of the spear, pulls it up, somersaults mid-air and stabs the head.

And on the dwarf's fall, his/her weight and momentum pushes the spear through the skull for extra puncturing force.

ooc: I was just watching Hobbit: Battle of the Five Armies yesterday morning then thinking how glorious it would be to come charging out of the the bridge against the horde. But then I realize, we have no "Dain and his Ironfoot" allies out there.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Urist McVoyager on October 19, 2015, 05:37:24 pm

So I distracted three goblins on my own, and killed one by blood loss? This sounds like something the real me would do. Wicked!

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 20, 2015, 09:34:16 am

A Winter Siege has come to Breadbowl, 240.

Fortunately, the Masons and Mechanics Guilds built four individual raising bridges over the moat with their own levers.

Unfortunately, the moat is currently drained for sentient "Corpse Duty" clearing.

The Neighborhood Watch reports a siege consisting of 36 goblins, and 36 ogres/ogress.

Breadbowl has an arsenal of 2 spear masters, 1 sword master, 1 mace lord, and 5 axe lords, 1 axe dwarf, with around 10 marskdwarves whose skills are learned from limited hunting duties.

The "East Gambit" successfully lured 8 Goblins of the Goblin Scout Squad in the east bridge and trap them inside the wall for a victorious skirmish.

The "North Split" successfully lured 8 Ogres and Ogress of the the Ogre Shock Troop, 1st Squad in the north bridge and trap them inside. The ensuing battle went flawlessly.

Now, the "East Split" is to be employed in hopes to lure a Goblin Assault Squad inside the walls for another easy engagement.

However, Armok laughs at our plans for the east bridge is not responding to the lever pulls.

There are now at least 8 goblins, and at least another 8 Ogre Shock Troops inside Breadbowl's walls.

Most of the marskdwarves of Neighborhood Watch did not wear the new uniform set that has metal helms, so some are still "picking up equipment" with invaders already inside.

The melee squads, The Shafts of Fortifying and The Earthen Assaults are ready and inside buildings (Barracks and Blacksmith) in hopes to engage the goblins without too much risk from arrows and bolts.

However, the danger is quite present at the unknown engagement against goblins and ogres; and the un-responding bridge still presents a path for more ogres and goblins to come.

The risk are greater this time, but we'll see the outcome soon enough.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 20, 2015, 08:00:33 pm

Chapter 31 (East Split)

Winter Siege of Breadbowl, 240

"Is is such a joy to be with people" -- Datan after the North Split Within the last season, he didn't feel anything while in conflict.

Spoiler: Chapter 31 Siege Units (click to show/hide)

Goblin Assault, Booger Squad

- Em "Enem" Omospor, Goblin Recruit
- "Dub" Snodub Zomonu, Goblin Hammerman, Squad Leader
- "Ost" Stasost Ngomxom, Goblin Bowman
- "Dang" Olngo Omngodang, Goblin Crossbowman
- "Ago" Ago Urarloz, Goblin Crossbowman
- "Nguslu" Nguslu Stumongokang, Goblin Bowman
- "Xung" Ngerxung Udosta, Goblin Crossbowman
- "Mob" Kutsmob Gozruuxu, Goblin Spearman
- "Olngo" Olngo Xolanggarstruk, Goblin Bowman

Ogre Shock Troop, 2nd Squad

- "Ber" Ber, Ogress
- "Ngebzo" Ngebzo, Ogre
- "Kang" Ngokang, Ogre
- "Snamoz" Snamoz, Ogress "Damsto" Damsto, Ogre
- "Nako" Nako, Ogress "Usbu" Usbu, Ogre
- "Snodub" Snodub, Ogress
- "Song" Song, Ogress
- "Zolak" Zolak, Ogre
- "Atu" Atu, Ogress
- "Ms Zolak" Zolak, Ogress

7th Moonstone, 240

Copse Retrieve burrow expanded to cover ogre corpses.

"The East Split" plan is to pull the east bridge down and lure the invaders to spread apart in the moat.

The goblins will be faster than the ogres, so they will be the first to come in.

A quick pull on the east bridge should trap them inside.

And when the ogres are observed to start moving east, the north bridge will be pulled down to further split the ogres between east and north paths.

Mason Brassroasts, "The east bridge isn't responding! Could it be the ogres on the bridge are too heavy?"



Taupe orders, "pull the east bridge now, and pull it twice more!

Mason Brassroast is the nearest to the lever and is now the sole citizen of Lever Room burrow with personalized assignments to four

Earthen's four axedwarves are inside the Blacksmith, they are in good position.

Shafts are in the Barracks.

Taupe orders, "Move in to the Blacksmith. I'm going to sleep."

The goblins may have line of sight, but the Blacksmith would be an ideal position to defend.

The battle must be engaged as the Ogres are moving to the east of Blacksmith.

The Watch are to move closer in the open, just north of the barracks.

Ago is captured by the lone cage trap on the northeast corner of the Blacksmith.

Cilob of Watch is first in range and let loose volleys of copper bolts. A goblin archer pushes the Blacksmith door open, only to step back. Cilob of Watch shoots but the archer jumps inside the Blacksmith.

Rain of bolts and arrows from the goblins pours over Watch's position.

Japa was hit in the left arm, dropping the wooden shield. Japa was pierced by an iron bolt, tearing the liver. Japa gives into pain and falls over.

The Shafts must charge the goblins to prevents more volleys against Watch!

Some time in the chaos of battle, the east bridge raises up and cutting off the horde of nine goblins and twelve ogres inside Breadbowl from the rest of the siege.

I apologize for the abruptness of this narration, dear reader, but now I present you...

Goblin Diaries

I, Em "Enem" Omospor, (an amateur rapper) best recruit of this war.

Goblin Assault, Booger Squad, that's my crew, and we are gawd.

My words and rhymes are not whack, I am here to first attack.

The bridge is down, I'm first in, running ahead and slayin'.

Kick a dwarf who smells of fish, he down on the floor, "sup bish!"

Spun around to so much pain, a silver mace, bruise my brain.

My last thought is of my bed, as an axe cut off my head.

"Dub" - Snodub Zomonu, Goblin Hammerman, Squad Leader

I order Nguslu and Ago to check the building on the left.

A dwarf (Vortex) rushes out of the door and my reaction is slow.

An iron battle axe swings towards me, and as I step aside, it's wicked blade tears my right lung.

I am having a trouble breathing.

The axe lodges firmly in the wound and the dwarf pulls on it.

I swing at the dwarf twice but missing.

The dwarf charges at me with such ferocity that I am knocked over tumbling backwards.

I stand up, swing, and miss.

"How fleeting life is... Begone fear!"

"I've been injured badly, I feel hopeless."

I swing my copper hammer with both hands aiming for the head.

But the dwarf feint right and sweeps low ripping my left upper leg.

I fall over, and try to swing again, missing. The dwarf hacks off my left lower arm.

I lose my left glove and copper war hammer.

I am enraged!

The dwarf hacks at my lower body, spilling my foul guts.

I give into pain, and lose hold of my copper helm, and copper shield.

The dwarf swings her iron battle axe, and my head severs off my body.

I am "Ost" - Stasost Ngomxom, the best bowman of Booger.

Em is fodder and runs ahead attracting enemies.

I aim my bow at a dwarf crossbowman (Japa).

My copper arrow strikes true in the left upper arm, tearing muscle and tendon through emu leather armor.

I shoot at a dwarf (Vortex) and miss.

I shoot at a dwarf (Angus) who jumps away, I shoot again and miss.

A copper bolt (Cilob) misses me, a bikt second lodges in my left eye, and a third bruised my heart.

I staggered as the crossbowman bashes at me with her copper crossbow. I shoot at the dwarf (Cilob) who blocks my arrow.

A spearmaster (LordBrassroast) stabs my lower arm, shattering my right elbow.

The pain was too much and fall over.

The pathetic crossbowman still tries to bash me, but a bronze spear tears my brain.

I am "Dang" - Olngo Omngodang, the best crossbowman of Booger.

I also aim at Ost's target.

My iron bolt hits even more true shot as it strikes in the upper body, tearing liver through (emu) leather armor.

Iron bolt firmly lodges in the wound.

The dwarf yells into pain. I grins then surprised when I witness the dwarf pull out the iron bolt and curse at me as he falls on the ground. Fool!

I shoot at a dwarf (Vortex) and miss.

I shoot at the dwarf (Cilob) who blocks my bolts.

A mace lord (Sanctume) punches my right hand fourth finger into gore that the pain was so awful I fall over.

A silver mace jams into my skull.

I am "Ago" - Ago Urarloz, the best crossbowman of Booger.

Squad leader Dub orders me to look inside the building on the left but on the other door where the Ogres are going.

click "Hey guys, I'm stuck in this cage. A little help? Hello?"

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I am "Nguslu" - Nguslu Stumongokang, scout bowman of Booger squad.
Squad leader Dub orders me to look inside the building on the left.
I push the door hard with my right hand to surprise those inside.
An iron battle axe (Vortex) slaps my right thumb and cuts open an artery.
I step back to only jump inside away from a copper bolt (Cilob).
My momentum pushes me further inside this Blacksmith, but then my left hand and fur left glove is cut off (Angus), falling to the ground.
My forward step was abruptly halted as my right lower leg was decapitated (Murky) from the rest of my body. I lost my leather sandal and
As I am falling on the ground the rest of my left upper arm was also decapitated (Angus).
A dwarf (Murky) collides with another dwarf (Angus) trying to be in the same spot on where I was.
The dwarf (Angus) who is knocked over, stands up and cuts off my left foot and embeds an iron axe in the wound. I lost my other sandal.
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The dwarf (Vortex) who slaps my thumb, kicks me in the right eye.

The dwarf (Angus) punches my right third finger, it's now swollen.

The dwarf (Murky) hacks at my left lower leg, opening artery. The dwarf (Techno) hacks my neck that shatters my upper spine.

The dwarf (Angus) hacks my lower left arm, more parts sails in an arc.

The dwarf (Murky) hacks off my right upper leg.

Finally, I give into pain. The three dwarves (Angus, Murky and Techno) hacks at my head, but only bruising thanks to my iron helm. "WTF dorfs?"

They kept doing this until the battle was over. I died sometime near the end, I guess.

The dwarf (Techno) hacks off my left foot off and I lost my leather sandal and silk sock.

The charging dwarf (Murky) bruised my skull with an iron battle axe despite my iron helm.

A new dwarf (Techno) bitch slaps me in the tongue my with the flat of her iron battle axe and crushing my left cheek.

I am "Xung" - Ngerxung Udosta, the best Crossbowman of Booger. One minute, I am looking at Ago pleading to be let out of the cage. The next minute, I did not even notice a dwarf take down Dub.

The dwarf (Vortex) sweeps her iron battle axe low.

I try to jump away, but my left foot is cut off and I fall.

The dwarf hacks my left upper leg, but my iron mail shirt deflected it.

I shoot my crossbow in the dwarf's face, but she moves aside.

I was rewarded with a slap in the head with the flat of the iron battle axe.

My head is ringing.

The dwarf cut off my right lower leg. I lost my leather shoe and fur sock.

The dwarf hacks my neck, but my iron mail shirt deflects it.

"Guesome wounds! Begone fear!

The dwarf hacks me in the left lower leg, and punches me in the right ear.

The dwarf cuts off me left lower arm. I lose my left leather glove.

"I've been injured badly. This has shaken me."

My iron mail shirt deflected a hack in my lower body.

My teeth scattered as a right iron gauntlet plunged into my mouth.

I am "Mob" - Kutsmob Gozruuxu, the best spearman of Booger.

I see a dwarf (Vortex) step out of the building coming at me.

I stab my iron pike in two successive jabs, both missing.

I strike overhand but the shot is blocked.

The dwarf hacks my right hand off!

I strike and miss.

The dwarf charges me in surprising ferocity and I am knocked over tumbling backwards.

I stand up, only to receive an iron axe tearing my lower body and spilling my stinking guts.

The iron battle axe lodges there and the dwarf pulls it.

I punch at her and miss.

The dwarf hacks my left foot, fifth toe.

I strike at her, and she deftly parried.

The dwarf charges me again and I tumble backwards.

I stand up again, only to have my right foot cut off.

I lose my leather sandal and silk sock.

I fell. The dwarf hacks off my lower right arm.

I swing one more time and miss.

The dwarf kicks me in the left lower leg, fracturing bone.

I gave in to pain and darkness.

I am "Olngo" - Olngo Xolanggarstruk, the best bowman of Booger.

I ready my iron bow with iron arrow.

I shoot at a dwarf (Vortex) and miss.

I shoot at a dwarf (Murky) who blocks with a shield.

I shoot at a dwarf (Vortex) twice more and miss.

A dwarf (Cilob) bashes my left foot with her copper crossbow.

A mace lord (Sanctume) bites me in the lower front teeth.

A dwarf (Cilob) bashes my left hand.

I strike at the dwarf (Cilob) who blocks my shot.

A spear master (LordBrassroast) stabs me in the upper body, tearing the middle spine nervous tissue.

I lose hold of my iron bow and fall over as the bronze spear embeds in the wound.

A silver mace shatters my right ankle.

The bronze spear was pulled to only stab and crush my right foot.

I weakly swipe at the dwarf (Cilob) and miss. An axe lord (Fairy Eyebrow) hacks my right hand off.

A silver mace bruised my left kidney.

A copper crossbow bruised my left foot.

A bronze spear shatters my right foot.

An iron battle axe shatters my right hand.

These four dwarfs beat the vomit out of me until I look sick, twice.

Apparently, the beating continued until I pass out from exhaustion.

I did not feel the bronze spear tear my brain through my iron helm.

Ogre Diaries

"Ber" - Ber, Ogress

I attack dwarf (Vortex) and miss.

I attack war dog, but dog jumps away.

I attack dwarf (Vortex) and miss.

I charge dwarf, but Ogre Ngebzo get in way, so Ogre is knocked over.

I attack war dog three times but miss and dog jumps away.

I charge dwarf (Vortex), but dwarf jumps away.

Axe Lords (Fairybrow and Vortex) hacks at me, but my robe deflects. I attack dwarf (Vortex) and miss. Spear master (LordBrassroast) stabs my left upper arm and fractures bone. I give into pain and fall over. Mace Lord (Sanctume) kicks my lower leg. The dwarf (Vortex) hacks my head, fracturing my skull, axe is stuck. The dwarf (LordBrassroast) stabs my head, and tears my brain, spear is stuck. "Ngebzo" - Ngebzo, Ogre I attack dwarf (Vortex) and miss five time, and jumps away. I charge dwarf (Vortex) but she jumps away. Ogress Ber charges dwarf but I'm in the way and I am knocked over. I stand up, and Mace Lord (Sanctume) bashes my lower left leg, fracturing bone. I fall over and give into pain. A dwarf (Cilob) bashes copper crossbow in my head. A silver mace (Sanctume) fractures my skull. An iron battle axe (Vortex) fractures my skull. A copper bolt (Cilob) fractures my right upper leg. A swordmaster (Alexis) fractures my skull. A silver mace (Sanctume) bashes my head, pulps my brain. "Kang" - Ngokang, Ogre I attack a dwarf (Vortex) and miss three times. The dwarf hacks my left foot with her iron battle axe, fracturing the bone, opening artery, and severing sensory nerve. I fall over. I attack the dwarf (Vortex) three times and miss. The dwarf cuts off my left hand, and also lose my silk left glove. The dwarf hacks at my left lower arm, my upper right back teeth, and upper body, but my silk robe deflect them all. The dwarf pommel strikes me right foot, fracturing bone. I give into pain. A spear master (LordBrassroast) stabs my head, chipping the skull. A crossbowman (Cilob) bashes my head with her copper crossbow. Axe Lords (Fairybrow and Votex) fractures my skull. A sword master (Alexis) slashes and cuts off my head. "Snamoz" - Snamoz, Ogress I attack a sword master (Alexis) and miss. The dwarf (Alexis) stabs my left foot with her iron short sword, fracturing bone. I give into pain. The spear master (LordBrassroast) kicks me and bruises my upper leg. I fall over. The dwarf (Alexis) stabs my head and tears the brain, lodging the iron short sword in my skull. "Damsto" - Damsto, Ogre I attack a sword master (Alexis) and miss. The dwarf (Alexis) stabs my left hand, chipping the bone and tearing ligament and tendon. The iron short sword lodges in the wound. I give into pain and fall over. The dwarf (Alexis) pulls the embedded sword The spear master (LordBrassroast) stabs my head and tears the brain with her bronze spear. "Nako" - Nako, Ogress I grab a stray dog by the throat with my left hand. I stand up. Axe Lord (Fairybrow) and Sword Master (Alexis) and Crossbowman (Cilob) attack me but my troll fur robe deflects all attacks. Mace Lord (Sanctume) fractures my skull with a silver mace. A dwarf (Cilob) attacks but I roll away. A dwarf (Vortex) tears my head muscle with her iron battle axe. A dwarf (Cilob) bashes my head with her copper crossbow. A dwarf (Vortex) lodges her iron battle axe in my fractures skull. A dwarf (Sanctume) fractures my skull with his silver mace. A dwarf (Cilob) bruises my head with her copper crossbow. A dwarf (Sanctume) fractures my skull with his silver mace. A dwarf (Vortex) decapitates my head with her iron battle axe. "Usbu" - Usbu, Ogre I grab a stray dog by the front toe and punch it in the head. The injured parts explodes into gore. The stray dog is propelled away by the force of the blow. I stand up. Axe Lord (Fairybrow) hacks in my upper body by my fur robe deflects it. I strike at the dwarf (Fairybrow) but it is blocked. I strike the dwarf (Fairybrow) and miss.

The Spear Master (LordBrassroast) uses her bronze spear to vault up using my left ankle.

I fall over and give in to pain.

The axe lord tears muscle in my head with his iron battle axe.

The spear master sommersaults mid-air and points the bronze spear into my head.

The axe lord tears more muscle in my head.

The spear master lands on my head with the bronze spear chipping into my skull and tearing my brain.

"Snodub" - Snodub, Ogress

I grab a stray dog by the teeth, by the fourth left rear toe, by the lower body, by the right rear leg, and lose grip each time.

I attack a dwarf (Alexis) and miss.

The Sword Master (Alexis) bruised my right lower arm.

I attack the dwarf and she jumps away.

The dwarf fractures my left upper leg.

It hurts and I fall over.

The dwarf (Alexis) fractures my skull with her iron shot sword.

A Spear Master (LordBrassroast) stabs my head and tears my brain with her bronze spear.

"Song" - Song, Ogress
The Mace Lord (Sanctume) kicks my left foot, bruising muscle.
he Sword Master (Alexis) bruises my left foot, then fractures my left lower arm.
I give into pain and fall over.

The Crossbowman (Cilob) bruises my head with her copper crossbow.

The Sword Master fractures my skull.

The Spear Master (LordBrassroast) stabs my head and tears my brain with her bronze spear.

--

"Zolak" - Zolak, Ogre

The Sword Master (Alexis) fractures my skull and the iron short sword lodges in the wound.

The Spear Master (LordBrassroast) fractures my skull with her bronze spear.

The Mace Lord (Sanctume) fractures my skull with his silver mace.

The Crossbowman (Cilob) bruises my head with her copper crossbow.

The Sword Master (Alexis) pulls the embedded iron short sword.

The Mace Lord (Sanctume) bashes my head and the injured part is crushed.

--

"Atu" - Atu, Ogress

A dwarf (Vortex) hacks my right upper leg but my leather robe deflected the attack.

A dwarf (Fairybrow) shield bashes my head, and kicks my lower left leg, bruising muscles.

The dwarf (Vortex) fractures my lower arm bone with a pommel strike of an iron battle axe.

I gave into pain.

The dwarf (Fairybrow) severs motor nerve in my left foot.

The dwarf (Vortex) fractures my skull.

The dwarf (Sanctume) fractures my skull.

The Axe Lord (Vortex) decapitates my head with her iron battle axe.

--

"Ms Zolak" - Zolak, Ogress

I attack a dwarf (Alexis) and miss.

The dwarf (Alexis) slashes my upper body but my leather robe deflects it.

I attack a dwarf (Alexis) and miss.

The dwarf (Sanctume) bruises my liver with his silver mace.

The dwarf (Alexis) fractures the middle spine bone.

I give into to pain and fall over.

A dwarf (Cilob) shoots me with a copper bolt , fracturing left false rib.

The dwarf (Fairybrow) tears head muscles with his iron battle axe.

The dwarf (Sanctume) fractures my skull with his silver mace.

The dwarf (Cilob) bruises my head his her copper crossbow.

The dwarf (Alexis) stabs my head, and tears the brain with her iron short sword.

Spoiler: Chapter 31 Siege Units Result (click to show/hide)

Goblin Assault, Booger Squad

- Em "Enem" Omospor, Goblin Recruit (dead vs Sanctume and Fairy Eyebrow, iron battle axe cloven skull)
- "Dub" Snodub Zomonu, Goblin Hammerman, Squad Leader (killed by Vortex, iron battle axe severs head)
- "Ost" Stasost Ngomxom, Goblin Bowman (dead vs Cilob and LordBrassroast, bronze spear tears brain)
- "Dang" Olngo Omngodang, Goblin Crossbowman (killed by Sanctume, silver mace jams in skull)
 "Ago" Ago Urarloz, Goblin Crossbowman (caught in cage trap)
- "Nguslu" Nguslu Stumongokang, Goblin Bowman (dead vs Vortex, Angus, Murky, Techno, iron battle axes, multiple decapitation of limbs)
- "Xung" Ngerxung Udosta, Goblin Crossbowman (killed by Vortex, right iron gauntlet shatters mouth)
- "Mob" Kutsmob Gozruuxu, Goblin Spearman (killed by Vortex, right iron boot shatters left lower leg)
- "Olngo" Olngo Xolanggarstruk, Goblin Bowman (dead vs Cilob, Sanctume, LordBrassroast, Fairy Eyebrow, beat down until bronze spear tears brain)

Ogre Shock Troops

- "Ber" Ber, Ogress (dead vs Vortex, Fairybrow, Sanctume and LordBrassroast, bronze spear tears brain)
- "Ngebzo" Ngebzo, Ogre (dead vs Vortex, Fairybrow, Cilob, Alexis, Sanctume, silver mace pulps brain)
- "Kang" Ngokang, Ogre (dead vs Vortex, LordBrassroast, Cilob, Fairybrow, and Alexis, iron short sword decapitates head)
- "Snamoz" Snamoz, Ogress (dead vs LordBrassroast and Alexis, iron short sword tears brain)
- "Damsto" Damsto, Ogre (killed by Alexis and LordBrassroast , bronze spear tears brain)
- "Nako" Nako, Ogress (dead vs Fairybrow, Cilob, Sanctume, and Vortex, iron battle axe decapitates head)
- "Usbu" Usbu, Ogre (dead vs Fairybrow and LordBrassroast, bronze spear tears brain)
- "Snodub" Snodub, Ogress (dead vs Alexis and LordBrassroast, bronze spear tears brain)
- "Song" Song, Ogress (dead vs Sanctume, Alexis, Cilob, and LordBrassroast, bronze spear tears brain)
- "Zolak" Zolak, Ogre (dead vs Alexis, LordBrassroast, Cilob and Sanctume, silver mace crushed head)
 "Atu" Atu, Ogress (dead vs Fairybrow, Sanctume and Vortex, iron battle axe decapitates head)
 - "Ms Zolak" Zolak, Ogress (dead vs Sanctume, Fairybrow, Cilob, and Alexis, iron short sword, tears brain)

[/list]

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Taupe on October 20, 2015, 10:17:41 pm

Quote

Taupe orders, "pull the east bridge now, and pull it twice more!

Mason Brassroast is the nearest to the lever and is now the sole citizen of Lever Room burrow with personalized assignments to four levers.

Earthen's four axedwarves are inside the Blacksmith, they are in good position.

Shafts are in the Barracks.

Taupe orders, "Move in to the Blacksmith. I'm going to sleep."

You can see my efficiency as a war leader peaking, and immediately plummeting to the ground in one simple block of text.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: SQman on October 21, 2015, 12:44:05 am

Those ogres don't take pain too well. Could it be because they don't really have layers?

I just love how Cilob desperately tries to keep up with the big guys and swings her crossbow around. Maybe she deserves some hammer training after that?

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Japa on October 21, 2015, 12:46:06 am

Ow ow ow ow

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 21, 2015, 01:13:55 am

Quote from: Ama on October 19, 2015, 11:27:41 am

PTW

Dwarf me as a farmer named Ama please.

Zasit Betanadil is now Ama Betanadil, Farmer and Militia Captain of "Civilians (Planters)"

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on October 21, 2015, 07:16:17 am

Quote from: SQman on October 21, 2015, 12:44:05 am

Those ogres don't take pain too well. Could it be because they don't really have layers?

Darn well they don't have donkeys either.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Vortex on October 21, 2015, 10:04:19 am

Much better performance from my namesake!

And Japa... ow. You didn't need that liver, did you?

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 21, 2015, 10:17:14 am

When I switch pov story telling, there were some text that did not translate.

Spoiler: oops, spoiler for next chapter (click to show/hide)

"Japa strikes Ost in the right upper leg with iron bolt, bruising muscle.
Ost falls over"

Ost falls over."

I remember trying to figure out how to make someone disengage from the fight and get him to the hospital sooner. But Japa pulled out the iron bolt that pierced his liver, gives in to pain, and stood up shooting still.

The last time I saw him during the battle, he stepped back nearer the depot and remained in "station."

Anyway, I have the next chapter, but don't have the 1 image uploaded to imgur, so it will just have to wait tonight.

I think I can wrap this up by Friday, what can go wrong? :D

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Vortex on October 21, 2015, 01:52:05 pm

Quote from: Sanctume on October 21, 2015, 10:17:14 am

I think I can wrap this up by Friday, what can go wrong? :D

Now that you've asked that question, I think the real question is what *can't* go wrong? :)

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 21, 2015, 04:49:24 pm

Quote from: Bearskie on October 21, 2015, 07:16:17 am

Quote from: SQman on October 21, 2015, 12:44:05 am

Those ogres don't take pain too well. Could it be because they don't really have layers?

Darn well they don't have donkeys either.

Do onions grow in our biome?

We do have a fabled dragon who resides in The Hills of Death.

We just need a human liaison named Lord Farquaad.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: PyroTechno on October 21, 2015, 04:57:10 pm

Quote from: Sanctume on October 21, 2015, 04:49:24 pm

Quote from: Bearskie on October 21, 2015, 07:16:17 am

Quote from: SQman on October 21, 2015, 12:44:05 am

Those ogres don't take pain too well. Could it be because they don't really have layers?

Darn well they don't have donkeys either.

Do onions grow in our biome?

We do have a fabled dragon who resides in The Hills of Death.

We just need a human liaison named Lord Farquaad.

Even if they don't, you might be able to buy them from a human caravan - or an elven one, if the bug that keeps elven caravans from carrying seeds has been fixed by now.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 21, 2015, 07:01:58 pm

Chapter 32 (Mop Up)

"Security against defeat implies defensive tactics; ability to defeat the enemy means taking the offensive." -- Sanctume, Doctrine of Bridges

Winter Siege of Breadbowl, 240

9th Moonstone, 240

"I'm alright" -- Datan after The East Split. Within the last season, he didn't feel anything while in conflict.

Spoiler: Chapter 32 Siege Units (click to show/hide)

Ogre Shock Troop, 2nd Squad

- Snodub, Ogress
- Nguslu, Ogre
- Usbu, Ogress
- Atu, Ogre
- Snamoz, Ogress
- Utes, Ogre
- Smunstu, Ogre
- Bosa, Ogre (Caged Prisoner)

Ogre Shock Troop, 3rd Squad

- Asno, Ogress
- Dostngosp, Ogre
- Ago, Ogre
- Zolak, Ogress
- Mato, Ogress
- Ozud, Ogress
- Aslot, Ogress
- Osta, Ogress (Caged Prisoner)

Goblin Regular, Snot Squad

- "Zolak" Zolak Atonuksos, Goblin Recruit
- "Song" Song Stusbuber, Goblin Hammerman
- "Nguslu" Nguslu Oloszolak, Goblin Recruit
- "Mox" Song Stosbubsmoxut, Goblin Swordsman
- "Dos" Dostngosp Duzobslaxu, Goblin Axeman
- "Dang" Dang Ngomestu, Goblin Recruit
- "Dub" Snodub Osmumstosbub, Goblin Recruit
- Olngo Olngoolo, Goblin Pikeman (Caged Prisoner)
- Ozud Kutsmobsnab, Goblin Axeman (Caged Prisoner)

Goblin Regular, Spit Squad

- "Bax" Bax Olngotaxasm, Goblin Swordsman
- "Ost" Stasost Lustungoso, Goblin Recruit
- "Amxu" Amxu Gozruaslan, Goblin Hammerman
- "Estur" Estrur Duspbuurar, Goblin Recruit
- "Kang" Ngokang Ngosoesnust, Goblin Recruit
- "Utes" Utes Atungebo, Goblin Bowman
- "Bub" Strodno Osmumstobub, Goblin Recruit
 "Carry Farranges Cablin Recruit (Carad Rei
- Gozru Esmorxuspgas, Goblin Recruit (Caged Prisoner)
- Azstrog Smunstustot, Goblin Crossbowman (Caged Prisoner)Ngokang Axuspnako, Goblin Crossbowman (Caged Prisoner)

This siege isn't over, but efficiency demands the citizens work within its burrows.

Cancel all station orders.

Raise up the north bridge.

Create a prisoner holding pen down in z88 and secure it with a microline door.

Expand Corpse Retrieve burrow and mark the sentient corpses and sentient body parts for dumping. Give Refuse Hauling to 20 more happy citizens on top of the 15 "Corpse Duty" previously selected.

Everything else is forbidden.

Remove Shafts and Earthen from training in barracks and give them Refuse hauling to help dump corpses.

Assign Archery Range Level 2 and floors.

Yeah sure, color coordinate: Orthoclase Archery Target with Microline, Bauxite, and Jet floors.

Leave the Level 3 unfinished.

Assign glumprong stockpile.

Un-suspend an unfinished floor job for the carpenter's shop to make exclusive glumprong shields.

All woodcutting is disabled. Create a stockpile for training weapons. All those training axes will be forbidden or dumped soon enough. We have over 40 iron battle axes.

If I remember right, the duke wants a steel battle axe, so if we have steel left, order one.

Speaking of steel, I found something of interest. A "Reacher" creature can be heard from deep down below the caverns. But the most interesting find is that this cavern exposes marble, some 20z below. I ask the miners to determine where might be a good spot to dig down from the Mason's Guild level.

10th Moonstone, 240

Likot of Watch reports, "The ogres are moving east to the edge of the forest and fleeing the battlefield. The goblins remain below Datan's house."

Taupe is still sleeping.

Sanctume, "Let them be for now, we will rally as soon as Taupe joins us."

Sodel Orrovod, Pump Operator begins mysterious construction with a microline boulder and Gray Langur mangled bone [6] in a

Craftsdwarf workshop.

13th Moonstone, 240

Japa is now resting in doctor May's Hospital bed. His ability to grasp is somewhat impared.

Olin Thaderal, Fish Cleaner is also in the Hospital bed. That Em "Enem" goblin recruit beat him up.

The squads are not doing any hauling. It just says Soldier (no activity). So I muster all of us by the north bridge to ready an attack on the remaining goblins.

Duke Gwolfski mandates 1 millstone.

14th Moonstone, 240

Sodel Orrovod becomes a Stonecrafter and made a Komantustem, "The Spread Courtesy", a microline earring, value 3,600.

The north bridge is pulled down.

Shafts, Earthen and Watch move in the moat, closest to Datan's House.

Vortex decides it's time to drink and break rank.

Taupe orders, "kill all in this region, go!"

Angus charges forward, followed by Alexis, Taupe, LordBrassroast, Sanctume, Fairybrow, and Techno.

Sanctume is shot at first, jumping away and the rest missing.

Japa even joins and unloads volleys of iron bolts from a distance.

Zefon and Cilob stayed in the moat despite the kill order.

"How fragile we are. Begone fear!" - Datan during the "Mop Up" battle.

15th Moonstone, 240

"How fleeting life is. I must not succumb to fear!" - Datan during the "Mop Up" battle.

The battle rages on to the next day. The grim details of it look as spectacular as any victory. Nevertheless, the important fact is no more citizen of Breadbowl is injured or maimed or killed. The results of who died to whom are in the siege unit report.

16th Moonstone, 240

"Death is all around us... The Horror!" - Datan after the "Mop Up" battle. He is terrified while in conflict. He is afraid after experiencing trauma.

This is a "mop up" operation, although it left quite a bit of limbs, and heads, and teeth among the mangled corpses, it thus ends the Winter Siege of Breadbowl in 240.

__

I think he (Datan) saw me, but all the killing must have traumatized him. I cannot see him from down here, but I seem to hear whimpers coming from his house. I am tempted to unlock the hatch, but this battle within me, a battle between duty and compassion must be drowned in booze for the time being. I still have the King's Mandate and less than a season to do my own "mop up."



Spoiler: Chapter 32 Siege Unit Report (click to show/hide)

Ogre Shock Troop, 2nd Squad

- Snodub, Ogress (fled)
- Nguslu, Ogre (fled)Usbu, Ogress (fled)
- Atu, Ogre (fled)
- Snamoz, Ogress (fled)
- Utes, Ogre (fled)
- Smunstu, Ogre (fled)
- Bosa, Ogre (Caged Prisoner)

Ogre Shock Troop, 3rd Squad

- Asno, Ogress (fled)
- Dostngosp, Ogre (fled)
- Ago, Ogre (fled)
- Zolak, Ogress (fled)
- Mato, Ogress (fled)
 Ogress (fled)
- Ozud, Ogress (fled)
- Aslot, Ogress (fled)Osta, Ogress (Caged Prisoner)

Goblin Regular, Snot Squad

- "Zolak" Zolak Atonuksos, Goblin Recruit (dead vs Angus and Techno, iron battle axe in the skull)
- "Song" Song Stusbuber, Goblin Hammerman (dead vs Angus, Alexis, Sanctume, Fairybrow, Taupe, steel spear through skull)
- "Nauslu" Nauslu Oloszolak, Goblin Recruit (dead vs Angus and Alexis, iron short sword head stab)
- "Mox" Song Stosbubsmoxut, Goblin Swordsman (dead vs Angus, Fairybrow, Taupe, LordBrassroast, bronze spear head stab)
- "Dos" Dostngosp Duzobslaxu, Goblin Axeman (dead vs Angus, Techno, Alexis, and Sanctume, silver mace jams in skull)
- "Dang" Dang Ngomestu, Goblin Recruit (dead vs Angus, Alexis, iron short sword head stab)
- "Dub" Snodub Osmumstosbub, Goblin Recruit (killed by Angus, iron battle axe clovens skull)
- Olngo Olngoolo, Goblin Pikeman (Caged Prisoner)
- Ozud Kutsmobsnab, Goblin Axeman (Caged Prisoner)

Goblin Regular, Spit Squad

- "Bax" Bax Olngotaxasm, Goblin Swordsman (dead vs Alexis, Taupe, and Angus, iron battle axe decapitates head)
- "Ost" Stasost Lustungoso, Goblin Recruit (dead vs Japa, Techno, Sanctume, Taupe, and Angus, iron battle axe lodges in skull)
- "Amxu" Amxu Gozruaslan, Goblin Hammerman (dead vs Alexis, Angus iron battle axe decapitates head)
- "Estur" Estrur Duspbuurar, Goblin Recruit (dead vs Techno, and Alexis, iron short sword head stab)
 "Kang" Ngokang Ngosoesnust, Goblin Recruit (dead vs Techno, LordBrassroast, Angus, iron battle axe lodges in skull)
- "Utes" Utes Atungebo, Goblin Bowman (killed by Sanctume, silver mace jams in skull)
- "Bub" Strodno Osmumstobub, Goblin Recruit (killed by Sanctume, silver mace jams in skull)
- Gozru Esmorxuspgas, Goblin Recruit (Caged Prisoner)
- Azstrog Smunstustot, Goblin Crossbowman (Caged Prisoner)
- Ngokang Axuspnako, Goblin Crossbowman (Caged Prisoner)

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on October 21, 2015, 09:54:47 pm

Those ogres don't take pain too well. Could it be because they don't really have layers?

Darn well they don't have donkeys either.

Do onions grow in our biome?

We do have a fabled dragon who resides in The Hills of Death.

We just need a human liaison named Lord Farquaad.

Clearly, we need to murder our goblin liaison until they send along a hummie.

Ps. Although I do feel rather attached to our current green-skinned friend, so preferably we should consider caging him before we start re-enacting Shrek: Dwarf Fortress.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 21, 2015, 10:56:17 pm

We do have a pair of Ogre and Ogress captured in the last battle.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on October 22, 2015, 05:03:08 am

Ooooo'hhhh Sanctuuuuume! Do you wanna build....



.... a castle?

chants
Castle! Castle! Castle! Castle! Castle! Castle!

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: SQman on October 22, 2015, 05:21:02 am

Quote from: Bearskie on October 21, 2015, 09:54:47 pm

Shrek: Dwarf Fortress.

Slaves to Farquaad: lord of Duloc chapter II: Shrek fortress: histories of swamps and onions.

Will ogres breed in captivity, by the way?

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on October 22, 2015, 06:17:51 am

Quote from: Bearskie on October 22, 2015, 05:03:08 am

Ooooo'hhhh Sanctuuuuume! Do you wanna build....

I thought for sure that was gonna be a snowman.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: LordBrassroast on October 22, 2015, 07:29:16 am

Dorf is love, dorf is life.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 22, 2015, 10:31:49 am

Man, that last battle's writing (I felt) was a let down akin to the off screen Battle of the Shire.

Nevertheless, it was better than my intended turtle-ing and avoiding a fight and focus on completing my projects.

I do feel a bit naive of what I've done (or haven't done FUN-wise) compared to the other succession games I've been reading lately. But I suppose that's the charm in Breadbowl.

Anyway, I played until middle of the 12th month until 1 am, and I had to slay my OCD for completion and go to bed.

There's little story going, and I somehow stopped taking notes as I go to one area project and finish constructions mostly.

So please excuse my rants here as I list things that will probably be lost in my ending chapters:

- 1. Best news: sentient corpse / body parts are dumped.
- 1.1 OCD, still some junk in moat, set to forbid.
- 1.2 A minor bad news, some masterwork was atom smashed -- probably a lone bolt. Sorry Legendary Carpenter Neblime.
- 1.3 I did rescue "wagon wood" -- it has its own 1x1 wood stockpile outside, forbid. I wanted Nebime to make a wagon wood throne--but I'll give that fun to the future overseer.
- 2. Moat
- 2.1 One minor adjustment was I needed to add 2 water wheels to west power plant.

It ran ok as long as the 1 drain pump disengaged, buy may prove complicated in future use.

- So I went for more power, and KIS (keep it simple) via 2 bridges for drain, and 1 bridge for refill.
- 2.2 North refill station had stupid builders trapping themselves. Added restricted traffic seems to help.
- 2.3 Added Restricted traffic in moat.
- 2.4 Bonus, 2 drain bridges should act like atom smashing water for faster draining via manual repeat pulls.
- 2.5 Question: If a manual lever linked to a bridge, can the bridge be liked to a gear for auto open and close via power lines? (no time now)
- 2.6 Good news, FPS is at 35 with both refill triple-triple pumps going.
- 3 Farms
- 3.1 I committed to make our main farms below ground, with no ceiling.
- 3.2 ceiling will get done overtime as long as the queue to make clear glass blocks are done.
- 3.3 I have 20 clear glass blocks in a stockpile, so I will leave that where they are.
- 3.4 I had to put roads in between farm plot so the trees will not grow.
- 3.5 Kitchen area roads are done in a nice blue cobaltite.
- 3.6 Stockpiles did not go as planned, so I rearranged. Most likely my final chapters will have some sort of production flow chart of some sort.
- 3.7 "Mill House" and screw press is just a mess, but the windmills and millstones are untouched. It's just no concrete plan on how to manage them.
- 3.7.1 Farm Plots 2 through 6 are all millable to make flour; but also brewable and we have lots, so I think we made a lot of booze.
- 3.8 I did create a separate 40 tile room for Plants & Dye, but did not connect with the CLG.
- 3.9 I have honey going, but can't figure out if I can move the hives into it's own building. I can press honeycombs though.
- 3.10 OCD I build floors on ants / termites mounds when I see them. So be wary of Urist going out in the forest with rock salt blocks (and maybe even the moat).
- 3.11 I can't quite grasp the issue concerning creating Soap and Pressing Oils. I know the bug about lye in buckets that are in in barrels. I'm unsure if tallow or oil need also be in stockpile without barrels.
- I suppose we don't have pressable items. Olive Pits seems useless as I thought Olive Oil is possible. No other "nut" can be pressed to make oil.

I know I have had success with "rock nuts" but King's Mandate forbid the use for that underground crop.

- 4. Marble
- 4.1 Yeah I found it exposed near from that one deep cavern where the "Reacher" was in the units list.
- 4.2 There's a spot to dig straight down. But then OCD kicks in and I now have extra room shelter / rest stop lockable by bridge. Maybe I should put a pick here, and call it a "oh crap shelter"
- 4.3 Got some steel going though.
- 5. Steel Battle Axe for the Duke
- 5.1 I make steel battle axe so I can get Gwolfski to cut glumprongs with all other axes forbid (except new steel battle axe), and he with the only woodcutter labor. But Shafts and Earthen takes the steel axes first.
- 5.2 I order 5 more steel axes and forget the whole thing. So if the duke goes out and chops wood, you'll know what's up.
- 5.3 What does 100 cap from elves mean? Is that 100 trees, or 100 logs?
- 6. Labors and Happiness and Dwarf Therapist.
- 6.1 I nicknamed a few with "Corpse Duty" and there is a bug in DT that has Squad IP Civilians!. It turns out "Rakust" something still shows in DT, but no longer a citizen. I had to remove this from DT and it's fixed. I instead created Corpse Duty squad.
- 6.2 Lots of unhappy people, and Happy Place burrow has all these citizens roaming with "red down arrows" but I think they are hanging on. They roam between the mayor's house, to the luxury jails, and to that happy place dinning / lounge.
- 6.3 No wonder the cages aren't moving, they were set to forbid. That fixed, the metal cages were used :(So slow to reload those outside.
- 7. Castles
- 7.1 Speaking of castle. I think the moat and walls are a start.
- 7.2 The Wall Construction burrow is set to be 4z tall, so there is plenty of room to build ramparts.
- 7.3 Speaking of ramparts, West Drain and North Drain can be considered rampart for they are enclosed and roof with fortification.
- 7.4 West Drain can only be accessed from the inside kithens.
- 7.5 North Drain is a separate building, but can be dig to for inside access only in the future.
- 7.6 CLG is an internal building with 2nd floor fortification, so a possible rampart when roofed, and made to be accessed from the inside only.
- 7.7 The Blacksmith's 2nd floor is also roofed and half fortification on the North and East for line of sight of the east bridge. Access from the Blacksmith building only instead of the outside ramps.
- 7.8 z88 is where I make the animal stock pile for goblins, trolls, ogress* and gorlak. It has a microline door too, the way I dig for stone so I can forbid and cut off pathing for FPS savings later.
- 8. Fishing Shack, Fishery, Boneyard, Butcher.
- 8.1 I got the fishing shack with 3 grates, and a shut off bridge.
- 8.2 4 Fishery built.
- 8.3 the Boneyard is a mess.

8.4 I am building 4 Craftdwarf shops above the fishery--still working on the floors.

- 8.5 There is room below the Fishery for future stockpile flow on how the shells / bones can be used to decorate but that's someone elses' project maybe.
- 8.6 The stairs from Fishing to Fishery to Fish stockpile to Kitchen should work out ok.
- 8.7 Deconstruct old Craftsdwarf and walls, and expand the building to house 2 Butcher Shops.
- 8.8 Stairs down to Meat Stockpile should prove a bit more better for flow.
- 8.9 Maybe in the future, these will connect to the CLG also
- 9. My "cheesy" Architecture Design screenshot is done. :D

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 23, 2015, 01:33:34 am

Chapter 33 (Plowshares To Swords)

"Thus it is that in war the victorious strategist only seeks battle after the victory has been won, whereas he who is destined to defeat first fights and afterwards looks for victory." -- Sanctume, Doctrine of Bridges

16th Moonstone, 240

Taupe ignores the whimpering sound coming from the Little House in the Jungle.

Taupe orders, "Everyone muster in the barracks. I don't want the stragglers to come out here."

I said, "Well now that this interruption is done, I can attend to my other duties."

I declared everything here forbidden, and marked the corpses for immediate dumping.

I added, "The burrow alert should be lifted."

Taupe reminded me, "In due time. You will need due diligence in your selections for these dumping tasks."

I walked in silence to the barracks without looking back knowing a boy watches me.

When we arrived in the barracks, Taupe dismissed us.

I tell the rest of Shafts, Earthen and Watch that they can all help hauling corpses to the dump. They all look at me like I was insane.

I shrugged and left to store some gear, and when I came back, they were just lounging around, some went to get their gear too, and nothing, no activity whatsoever.

"Fine, go back to training." And they immediately are energized and started sparring.

Oh, I so want to join them, but the King's Mandate demands my attention for the rest of the season. I can't wait for this year to end!

Mandate #1 Clear Glass

Goal: Produce 420 clear glass blocks to construct ceilings for below ground farming.

Result: 12% complete. 50 of 420 clear glass blocks created in 1 year.

Goal: Implement Drink and Food Production (revision 2)

Result: Complete.

It is obvious that this grand plan of mine to have clear glass ceilings for the farms is a long term endeavor. I firmly believe that moving the farms below will increase our food production to meet the King's Mandate.

So I commit our farmers to lay fallow their plots and destroy them on the surface. We have plenty of food preparations in stock that a season delay in farming will not be missed.

The miners tore open the surface and the farmers quickly lay their new farm plots below. Some fungus and the unwanted underground plants have sprouted beneath the stockpiles. These were resolved by constructing roads or floor, and removing them to reveal fertile soil or sand.

One minor issue that arise from this otherwise flawless task is a hole from

A fungus rapidly sprouts into a full tree, and Duke Gwolfski cut it down with a training axe, grumbling the whole time. A rock salt floor is constructed in its place, then designated a pond above. A bucket of water drop later muddied the floor and it's flawlessly ready for a farm plot.

The seed feeders to specific seed piles are set.

Farm Plots from Left to Right

For Dyes

Blade Weed and Sliver Barb

For Brew or Mill (Flour)

- Maize
- Whip Vine
- Rye
- Rice
- Barley

For Brew or Cook

- Potato
- Prickle berry
- Fisher Berry
- Rat Weed

For Cook Only

- Horned Melon Vines
 - Rope Reed
 - Red Spinach
- Watermelon

The cobaltite roads in the kitchen partitions the stockpiles.

Plants for dyes are funneled to its own room that can be connected to the Cloth & Leather Guild in the future.

There is a separate room for Fish with a hall connecting to the Fishing Shack.

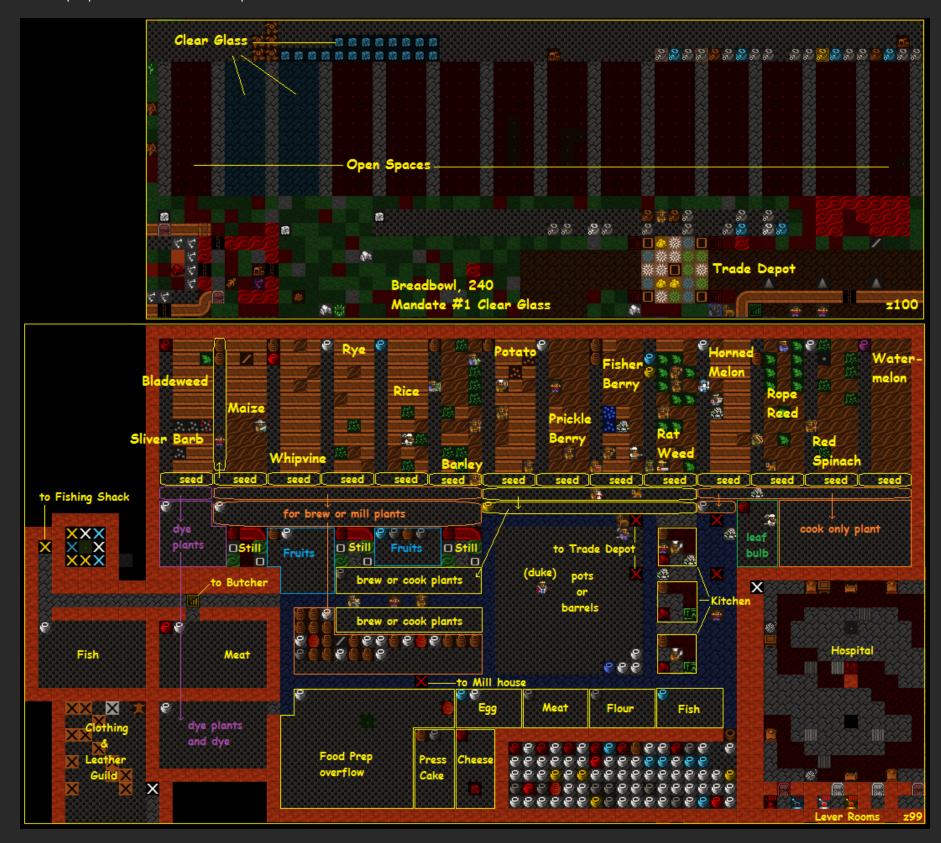
There is also a meat locker with stairs leading above to the Butchers.

The stills are surrounded by brewable plants and fruits.

The pots and barrels are centrally located.

The kitchens have easy access to a variety of ingredients: Fish, Flour, Meat, Egg, Cheese, Press Cakes, Plants, Leaf and Bulbs.

A food preparation overflow stockpile is below the Mill house.



Mandate #2 Expanded Burrows Goal: Maintenance of Burrows

Result: Complete.

Safe Indoor - is updated to include the marble levels
Outside In-Wall - needs to be update
Wall Construction - up to date to include power stations.
Corpse Retrieve - update as needed.
Happy Place - up to date Added some citizens

Happy Place - up to date. Added some citizens. Lever Room - occasional use, no citizens.

Mandate #3 More Stone

Goal: Produce more stone blocks for construction materials

Result: Complete.

Mandate #4 Metal Equipment

Goal: Evaluate current military equipment needs

Result: Complete.

Steel bars are now being made with access to marble flux. Some steel weapons and equipment have been created.

Mandate #5 Moat Wall Construction

Goal: Construct Defensible Wall around Breadbowl

Result: Complete.

The moat walls are 1z high.

There are forbidden logs that fell on level z+1 of the walls.

We really do not want haulers showing themselves up in these walls during sieges because that can invite climbers.

If the future overseers want to expand the walls to have fortification ramparts, remember to floor first before you above to to prevent trees from growing into constructions that causes world crash.

Two areas of ramparts are added.

The west drain and refill station is an enclosed roof and fortification bunker, accessed from the kitchen.



The north refill station is an enclosed roofed and fortification bunker, as its own building, accessed from inside Breadbowl's walls.



Mandate #6 No Dirt Floor Below Constructions

Goal: Ensure vigilance that no trees growing into any construction in the world.

Result: 80% Complete.

The basement apartments are on dirt floors.

The fast "cheese" solution is to create an empty stockpile that prevents further growth.

However, once the stockpile is removed, the fungus trees will continue to grow, so construct floor or build roads on it fast just in case there is an open space above with a constructed floor on it.

There are trouble spots in the animal pen where tree saplings are growing and constructions on the second level may pose risk. I have constructed floor on those sapling and will need to be deconstructed.

Mandate #7 Corpse Duty Services

Goal: Assign dedicated workers to undertake the grim labor of collecting and proper disposal of all sentient remains, mandatory dump orders, and other refuse hauling.

Result: Complete.

After that barracks fiasco of me asking soldiers to help in corpse clearing, I selected twenty five more happy citizens to allow them to haul corpses along with their normal duties.

Of the previous fifteen I pre-selected for Corpse Duty, ten are now in the official Corpse Duty squad.

I ordered, "Let's get this corpse removal done!"

The corpse clearing has been successful and completed.

Mandate #8 Moat Clearance Services

Goal: Remove dirt and trees in moat to ensure body of water water is at least 3 tiles wide.

Goal: Remove dirt and trees in moat adjacent to walls.

Result: 90% Complete.

Prudence dictate that time is of the essence. Unforbid and dump all in the moat except for logs and ammo.

"Oh, ho, ho! I see here is the rare 'wagon wood'. Secure a single wood stockpile on the north bank. Forbid it and save it for our legendary carpenter Neblime."

Some stray lumbers, ammor, and other items are set to forbid and in the moat still.

The moat is also designated with to Restricted traffic.

Mandate #9 Subcommittee: Moat Drain Project

Goal: Provide a means to drain moat in the most efficient method.

Goal: Provides solution to mandate #7 Corpse Duty Services
Goal: Provides solution to mandate #8 Moat Clearance Services

Result: Complete.

This mandate is completed fully.

The West Drain has a complement of two separate draining mechanical engineering.

A power generator enabled two separate pumps that sucks water from the moat and into the ever thirsty aquifer.

Each drain pump can be disengaged with a lever and gear.

Each drain pump can also be shut off their own with a raising bridge, that doubles as atom smasher in the moat.

Furthermore, this mandate also provides a means to refill the moat.

The West Refill uses a triple-triple pump-stack and uses the aquifer as it's water source.

The North Refill also uses triple-triple pump-stack engineering design.

The moat is expected to near 7/7 full by year's end.

Mandate #10 Fisherman's Wharf

Goal: Centralized Fishing Guild to use wharf, and streamline fish production line from Wharf to Kitchen.

Result: Complete.

A Fishing Shack is created north of the West Drain and Refill Station.

Surround area near the Boneyard houses four Fishery.

This is prime location near the Dump Tower.

The second floor houses four Craftsdwarf shops to make use of the increasing shells.



Future construction site is located in basement 1 and 2 and have possible access to the CLG.

Mandate #11 Apartment Expansion

Goal: Build homes to the growing population of Breadbowl.

Third level apartments are floored and roofed. The spaces are ready for future demands on new living spaces.

Mandate #12 Duke's Mandate

Duke Gwolfski stopped me in the halls. "so 'Captain,' how are you holding up?"

I asked, "captain?"

Duke cryptically asks, "you are the Captain of the Guard, are you not?"

I feel like a delicate silk cloth gliding between walls of refuse that any ill wind will leave me shit stained forever.

I answered, "oh, I've got me mandates met duke. I got me house in the apartments above. Very far from the the possibility of drowning chamber." I grinned.

Duke seems amused. "Nice move, you're learning. Anyway, I can look past that incident with your daughter. Our good mayor contradicts herself. I'm sure you can also look past those complaints."

I agreed, "I haven't thought much about it. So it's there, but forgotten."

Gwolfksi smiled. "Now I have a personal mandate. I want my own steel battle axe to chop wood with. You know, for style that comes with this office."

I mused, "I ordered 5 steel battle axes as priority, and delayed the needed steel helms, steel iron mail shirts."

Gwolfski soured his face. "Oh yes I know, but your Axe Lords think they have priority and gets first pick since the new weapons are stored in the barracks. I want my own. Do make it so."

Now my mood is becoming sour. "We have no more flux to make more steel. I have much to do," I complained.

Duke looks at me conspiratorially, "Now, now, you're not the complaining type. You're a do-er. Haven't you 'reach' for something and grab for it."

Puzzled I pause and thought, "I remember that report about a 'Reacher' in the caverns. And marble is exposed some 20z below. I will tell the miners to get you flux and make yer steel."

Duke nods and went on his way leaving me scratching an itch behind my neck.

I went to the Mason's Guild with Miners and Engravers and Mechanics in tow.

I point to the floor. "Dig here until you see marble. Before that, make this room, smooth it. Put a raising bridge and a lever pulled from the inside, room for a pantry, six beds, and dinning hall. On the mable level, put a bridge with a lever also."

Mandate #13 Mayor's Mandate

Mayor Quasar has been civil, but we have not converse much since the incident.

I did observe she is liking the gold crutch she now uses.

I do wonder if a platinum crutch would have been a better choice.

Mandate #14 Royal Jelly

Goal: Include royal jelly in lavish meals.

Result: Complete.

These rare foods are part of the food production of Breadbowl.

Although I still lack the knowledge to mass produce and align the hives in a central collection building, I believe it is an acceptable addition for the King's Mandate.

Mandate #15 Murky Pool Safety Initiative

Goal: Remove threat of murky pools inside Breadbowl.

Result: 50% Complete.

Three of the murky pools inside Breadbowl are pumped dry, and floored.

There are more, but are out of the immediate walking areas.

So their priorities will be determined in the future.

Secret Mandate, Special Project: Little House on the Jungle

Result: Construction Complete.

The house is a bunker that is roofed and fortification in the north and south.

It has a bed, rose gold furnishing, ammo stockpile, weapon stockpile for crossbow and pick, and a pantry. The weapons did not make the haul when the rose gold hatch is locked with 'Wild Child' Datan Fliersacks was placed on 31st Galena, 240. He is 10 years old at the time.

Mandate #16 Captain of the Guard Sanctume Mandate

Goal: Satisfy the mandate dictated by the office.

Result: Complete.

I think I know there is blood price to be paid in the future should I remain as Captain of the Guard.

But for now, the citizens happily obliged and gave me a nice apartment on the 3rd floor, and no neighbors yet. I should put a nice clear glass window, but I think that luxury is needed more in the farm's ceiling.

I also got myself a family tomb: for me, for my wife, and my daughter in hopes that this give her happy thoughts in her melancholy state.

And I must show off my flair for Architecture.

I added Happy Place luxury room,

I also added the luxury suite jails that is part of Happy Place burrow.

Non Mandate Projects

I did some organization, and expansion of the Furniture Warehouse And some other stockpiles for ammo, weapons and armor

I added 3 levels of Archery Training. 2 of them should be ready for a squad.

The 3rd I left unfinished, or may be re-purposed.

My Architecture Project is done.

I have constructed areas in Breadbowl that have these architectural features composing the letters:

S - floor of hospital

A - dump tower

N - roof of clear glass building 2

C - roof of clear glass building 1

T - archery 1 U - roof of furniture warehouse

M - fishery 1

E - fishery 2



Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 23, 2015, 02:00:27 am

Epilogue

Dodok, the creator of Alaknikot and I drank in this nice room they call Happy Place. He told me of tales of great catches in the new Fishing Shack. We talk of our family, and of our children and grandchildren.

. . .

We have known peace. There are times when we sow our fields and know we will live until harvest.

Times when all that our children know of war is what the bards sing to them.

Those times are rare, yet I've tried to explain to our grandchildren what war is. I am dutiful. I tell them it is bad.

That it leads to sorrow and grief. Yet, they do not believe me. I tell them to walk into Breadbowl and see the crippled dwarves.

To stand by the graves and hear the Gorlaks weap. But they do not believe me.

Instead, they hear the bards. They hear the pounding rhythm of the songs that quickens like a heart in battle.

They hear the stories of heroes, of male, and of female too, who carried babes and blades against an enemy who would kill and enslave our children.

They hear of the glory of war. And at the courtyards, they play at war.

Striking with lychee training axes against willow shields and they do not believe that war is an abomination. And perhaps those children are right.

I stood up, stretched, scratched an itch behind my neck with a silver mace, and walked home in Breadbowl.

The end.

Note to the next overseer

- 1. I place a pull order on the bridge shut off for both Refill stations.
- 2. Labors need revisiting, see Chapter 27 (http://www.bay12forums.com/smf/index.php?topic=152568.msg6557337#msg6557337)
- 3. Butcher and Boneyard needs some attention.
- 4. I have not assigned any shell decorating with the new craftsdwarf shops.

--

This save is the end of Sanctume's turn for Breadbowl, 240.

I played using LNP 40.24-r15, and I saved the game in default ASCII.

The file is compressed using 7zip 9.38 beta (64-bit) 2015-01-03. 7-Zip is a free software. www.7-zip.org

DFFD Save File: Breadbowl end of 240 (http://dffd.bay12games.com/file.php?id=11223)

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 23, 2015, 10:40:10 am

Hey QuQuasar, these should help update the front page: Changed "Prologue, Chapters 1 and 2" -> "Prologue" Changed "Chapters 3-6" -> "Mandate" Changed "Siege of 240" -> "Spring Siege of 240" Added Autumn Reports to Epilogue links.

Appendix

Prologue (http://www.bay12forums.com/smf/index.php?topic=152568.msg6533121#msg6533121)
Mandates (http://www.bay12forums.com/smf/index.php?topic=152568.msg6535909#msg6535909)

Spring Siege of 204

Dramatis Personae: 1 (http://www.bay12forums.com/smf/index.php?topic=152568.msg6536376#msg6536376), 2 (http://www.bay12forums.com/smf/index.php?topic=152568.msg6536417#msg6536417), 3

(http://www.bay12forums.com/smf/index.php?topic=152568.msg6536458#msg6536458), 4

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(http://www.bay12forums.com/smf/index.php?topic=152568.msg6536764#msg6536764), 6
(http://www.bay12forums.com/smf/index.php?topic=152568.msg6536885#msg6536885), 7
(http://www.bay12forums.com/smf/index.php?topic=152568.msg6537295#msg6537295)
Siege Chapters: 7 (http://www.bay12forums.com/smf/index.php?topic=152568.msg6536637#msg6536637), 8
(http://www.bay12forums.com/smf/index.php?topic=152568.msg6537318#msg6537318), 9
(http://www.bay12forums.com/smf/index.php?topic=152568.msg6537603#msg6537603), 10
(http://www.bay12forums.com/smf/index.php?topic=152568.msg6539792#msg6539792), 11
(http://www.bay12forums.com/smf/index.php?topic=152568.msg6539959#msg6539959), 12
(http://www.bay12forums.com/smf/index.php?topic=152568.msg6541274#msg6541274), 13
(http://www.bay12forums.com/smf/index.php?topic=152568.msg6541566#msg6541566), 14
(http://www.bay12forums.com/smf/index.php?topic=152568.msg6543649#msg6543649), 15
(http://www.bay12forums.com/smf/index.php?topic=152568.msg6545683#msg6545683), 16
(http://www.bay12forums.com/smf/index.php?topic=152568.msg6546296#msg6546296), 17
(http://www.bay12forums.com/smf/index.php?topic=152568.msg6547708#msg6547708).
Siege Epilogue (http://www.bay12forums.com/smf/index.php?topic=152568.msg6547797#msg6547797)
Spring Report (http://www.bay12forums.com/smf/index.php?topic=152568.msg6549390#msg6549390)
Summer Report (http://www.bay12forums.com/smf/index.php?topic=152568.msg6551471#msg6551471)
Summer Chapters: 21 (http://www.bay12forums.com/smf/index.php?topic=152568.msg6551784#msg6551784), 22
(http://www.bay12forums.com/smf/index.php?topic=152568.msg6551812#msg6551812), 23
(http://www.bay12forums.com/smf/index.php?topic=152568.msg6551830#msg6551830), 24
(http://www.bay12forums.com/smf/index.php?topic=152568.msg6551871#msg6551871), 25
(http://www.bay12forums.com/smf/index.php?topic=152568.msq6551912#msq6551912).
Autumn Report (http://www.bay12forums.com/smf/index.php?topic=152568.msq6555124#msq6555124)
Winter Is Coming (http://www.bay12forums.com/smf/index.php?topic=152568.msg6557337#msg6557337)
Winds Of Winter (http://www.bay12forums.com/smf/index.php?topic=152568.msg6559605#msg6559605)
Winter Siege of 240: 29 (http://www.bay12forums.com/smf/index.php?topic=152568.msg6559876#msg6559876), 30
(http://www.bay12forums.com/smf/index.php?topic=152568.msg6563150#msg6563150), 31
(http://www.bay12forums.com/smf/index.php?topic=152568.msg6566824#msg6566824), 32
(http://www.bay12forums.com/smf/index.php?topic=152568.msg6568265#msg6568265).
Plowshares To Swords (http://www.bay12forums.com/smf/index.php?topic=152568.msg6570145#msg6570145)
Epilogue (http://www.bay12forums.com/smf/index.php?topic=152568.msg6570159#msg6570159)
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(http://www.bay12forums.com/smf/index.php?topic=152568.msg6536733#msg6536733), 5

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on October 23, 2015, 11:02:05 am

Thank you DF players for letting me participate in Breadbowl.

+Views

This is really my first time joining a succession game, and I've lurked in many games since circa 2012.

Although time consuming as any hobby, I definitely enjoyed my time.

It's interesting to observe that whatever I wrote, the styles of my favorite novels (and authors) influence how I express my thoughts into paper words.

From Robert Jordan (Wheel of Time), to Stephen King, to Steven Erickson (Malazan), and yes, even GRRM (ASOIAF).

I think it's mostly Steven Erickson that helps me enjoy spinning tales. If anyone read his work, I am awed how words from one chapter is connected to another chapter.

Anyway, I hope the DFFD save works ok. I will most likely play many alternate universe of Breadbowl (until XCOM2 relesease next year).

Something trivial, I jot notes on when I posted and the "Views" count starting from Chapter 10. Spoiler (click to show/hide)

e.iapte.	*	
10	5986	
11	6012	26
12	6199	187
13	6279	80
14	6437	158
15	6600	163
16	6679	79
17	6741	62
18	6760	19
19	6859	99
20	7077	218
21	7087	10
22	7092	5
23	7094	2
24	7100	6
25	7115	15
26	7485	370
27	7763	278
28	8031	268
29	8078	47
30	8265	187
31	8526	261
32	8730	204
33	8995	265
total		3009

Chapter Views

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 23, 2015, 12:23:10 pm

(updated 10/14. Format: IC Name, Gender, Profession, Title (Forum User)

DWARF LIST (as 1st Granite, 241)

Format Dwarf Name, gender, title (forum user)

Civilians

Gwolfski, Male, Duke of Breadbowl (Gwolfski)

Aristotle, Male, Philosopher (Aristotle) Quasar, Female, Mayor of Breadbowl (QuQuasar)

May, Female, Chief Medical Dwarf (May)

Neblime, Male, Legendary Carpenter (Neblime)
Bearskie, Male, Legendary Planter (Bearskie)
Hiddenleafguy, Male, Manager (Hiddenleafguy)
Tonnot, Male, Legendary Brewer (Tonnot)
Brassroast, Male, High Master Mason (LordBrassroast)
Illithid, Male, Legendary Armorsmith (Illithid)

The Shafts of Fortifying

Taupe, Male, Spearmaster, Militia Commander (Taupe)

LordBrassroast, Female, Spearmaster (LordBrassroast)

Alexis, Female, Swordmaster (Gwolfski)

Fairybrow, Male, Axe Lord (fairy eyebrow) Sanctume, Male, Mace Lord, Captain of the Guard (Sanctume)

The Earthen Assaults

Vortex, Female, Axe Lord, Militia Captain (Vortex)

Murky, Female, Axe Lord (QuQuasar)

Techno, Female, Axe Lord (Pyro)

Angus, Female, Axe Lord (Urist McVoyager)

Neighborhood Watch

Pyro, Female, Legendary Furnace Operator (Pyro)

Japa, Male, Great Tracker (Japa)

Browedeyefairy, Female, Skilled Marksdwarf (fairy eyebrow)

Zefon, Male, Legendary Cook, Militia Captain (undorf)

Onul, Male, Professional Marksdwarf (undorf)

Sazir, Female, Great Tracker (undorf)

Ushat, Male, Legendary Wood Crafter (undorf)

Cilob, Female, Master Marksdwarf (undorf)

Udil, Female, Adept Marksdwarf (undorf)

Likot, Male, Professional Cook (undorf)

The Dead

Psychoangel - Male, Brewer - Custom profession "Le Grand Soaper" - Dead (drowned).

Sqman - Male, Marksdwarf - Dead (trolled).

Dorf Request

IC=Kolven, Gender=?, Profession=Military (Forum User=Hiddenleafguy)

IC=Ama, Gender=?, Profession=Planter (Forum User=Ama)

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Gwolfski on October 24, 2015, 07:11:31 am

my military dorf is meant to be named Alex or Alexis and is not in the list

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 24, 2015, 07:38:00 am

Quote from: Gwolfski on October 24, 2015, 07:11:31 am

my military dorf is meant to be named Alex or Alexis and is not in the list

I have a post here (http://www.bay12forums.com/smf/index.php?topic=152568.msg6562919#msg6562919) of military dwarfed list.

The format of the dwarflist in Name, Gender, Labor, Title; so I followed that.

Do you guys want me to write up a Dramatis Personae for after my turn?

I could also do the dfhack "forum-dwarves" to capture the flavor descriptions.

The caviat with "forum-dwarves" is that it quickly exceeds the 10,000 word post cap.

Let me know how I can help update the first page.

edit: Oh, I see the format now: it's IC Nickname, Gendel, Labor, Title (dead status). But this does not have the link to the forum user name since Quasar allow a second dorfing. I will write up a list.

I missed a few dorfing commits:

- 1. OOC=Hiddenleafguy, IC=Kolven "of the leaf clan!" -- pick any military, probably of Neighborhood Watch.
- 2. OOC=Ama, Zasit Betanadil should is now be `Ama' Betanadil, Farmer and Militia Captain of "Civilians (Planters)"

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on October 24, 2015, 08:10:24 am

Well done Sanctume! *crosses fingers* Good luck Taupe. ;D

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Taupe on October 26, 2015, 12:43:40 am

I'm currently struggling to finish another fortress at the moment. My schedule is sort of a mess right now. I'm very sorry, I cannot reasonably take a turn within the next two weeks. :(

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: PsychoAngel on October 26, 2015, 06:31:37 pm

Shit. I haven't been keeping up with this for some reason. Then I learned that I died a long time ago. :'(
Welp, guess it's not too late to start. Redorf me I suppose, and I'll mayyyybe step in the overseer ring, but I haven't had the itch to play
DF for a while, so skip over me 'till I say I'm REALLY ready.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on October 26, 2015, 08:54:31 pm

You know, some would say you live on in the bottom of our hearts an ocean pool. Welcome back :)

Speaking of which, where is Quasar?

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on October 26, 2015, 09:44:17 pm

Quote from: Bearskie on October 26, 2015, 08:54:31 pm

You know, some would say you live on in the bottom of our hearts an ocean pool. Welcome back :)

Speaking of which, where is Quasar?

I am here. I have been carefully crafting PM's to manipulate Breadbowl from the shadows, like a hamster.

Or a ninja.

Or a ninja werehamster.

I should do a Letter from the King interlude, but I'm a bit busy finishing off my turn in Icehold and Sanctume actually increased productivity on all fronts, so I don't have any excuse to make Sibrek threaten to hammer you lot, which rather takes all the fun out of it.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Taupe on October 26, 2015, 09:53:07 pm



Why do we have Miasma crops?

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: PyroTechno on October 26, 2015, 10:01:29 pm

Quote from: Taupe on October 26, 2015, 09:53:07 pm



Why not?

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 26, 2015, 10:29:31 pm

That's Glumprong trees, only grows in evil biomes

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: SQman on October 27, 2015, 01:21:36 pm

Whoever ends up taking the next turn, please redwarf me as Bismuth Lad, a male miner with custom profession "Rock collector".

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: LordBrassroast on October 27, 2015, 04:45:26 pm

Will do.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on October 28, 2015, 01:27:14 am

Now instead of FPS-killing zombies, you get FPS-killing livestock :'(

This place needs a good butcher, and fast.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 28, 2015, 09:06:44 am

Quote from: QuQuasar on August 13, 2015, 09:39:58 pm

Goals

* feed every dwarf of The Old Nets.

* farms for every type of above-ground crop.

As much as the variety seems limitless on above ground crops, they are biome specific, so only the possible crops show up in the farm plot menu. And there are some seeds that we do not have yet.

Take for example, Strawberry seeds I bought from a caravan (human), I did not micro-manage the fruit, so it probably ended up being cooked, thus producing no seeds. So maybe for those types of seeds that we want more of, should be toggled to cooking off for a few years.

Quote

* separate pastures for every type of animal we have (more than one of) on the site

- (Exception: we can have a 'misc' pasture for animals we only have one of, but try not to mix the giant predator's with the adorable grazers)

All I remember from the animals is we have 3 giant hamsters, but they do not seem to be breeding.

Quote

* breeding programs for as many different types of meats as possible, with special emphasis on rare, non-domestic varieties. Do good by the elves: you'll want them to bring as many animals as possible.

One science I've read about breeding programs is (for non-grazers) to have the males in cages in the middle of pastured females (or nestboxes).

The females will still get pregnant despite the cage bars.

Quote

* cover as much surface area as possible with farms, pastures, roads and buildings.

I can imagine tenements apartments sprouting outside the moat for The Old Nets squatters as war rages on...



Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on October 28, 2015, 07:43:47 pm

Quote from: Bearskie on October 28, 2015, 01:27:14 am

Now instead of FPS-killing zombies, you get FPS-killing livestock :'(

This place needs a good butcher, and fast.

That might be overstating it: it's nowhere near as bad as bonepillar. And compared to infinite numbers of ravenous cave-zombies, livestock is a fairly minor problem.

The wiki page on the meat industry (http://dwarffortresswiki.org/index.php/DF2014:Meat_industry) is pretty good in that regard. Quite a few tips on dealing with livestock fps problems.

You could also look at simply eliminating some of our more worthless domestic breeding animals. Cavy's and rabbits are worse than useless, dogs cats and pigs can be caged, and mules goats donkeys and horses aren't good for much other than milk. We're caging enough animals that it's unlikely the pastures will stay empty for long.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: LordBrassroast on October 29, 2015, 03:56:33 pm

Have save, will do things tomorrow 8)

Title: Re: Breadbowl: a Succession Farm [40.24]

Post by: LordBrassroast on October 30, 2015, 03:17:08 pm

OK, whatever a 7z file is, I can't use it.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on October 30, 2015, 06:49:55 pm

Quote from: LordBrassroast on October 30, 2015, 03:17:08 pm

OK, whatever a 7z file is, I can't use it.

7-zip archive. Basically the same as a *.zip file, but better compressed and faster to extract. Unfortunately, also impossible to open unless you download and install 7-zip from here http://www.7-zip.org/.

It's free and safe to download, but I always use zip instead for precisely this reason. Smaller archives isn't worth people not being able to open it without installing third party software.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: PyroTechno on October 30, 2015, 07:07:54 pm

Quote from: LordBrassroast on October 30, 2015, 03:17:08 pm

OK, whatever a 7z file is, I can't use it.

You need to install 7zip.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on October 30, 2015, 07:09:03 pm

Quote from: LordBrassroast on October 30, 2015, 03:17:08 pm

OK, whatever a 7z file is, I can't use it.

I uploaded compressed (zipped) folder version, hopefully this works.

Breadbowl_Year_5 Save (http://dffd.bay12games.com/file.php?id=11246)

Title: Re: Breadbowl: a Succession Farm [40.24]

Post by: LordBrassroast on October 31, 2015, 11:12:48 am

It's all good, FPS anywhere from 13-25.

Title: Re: Breadbowl: a Succession Farm [40.24]

Post by: LordBrassroast on November 01, 2015, 06:58:23 pm

I couldn't fit everything on the elves' mules :-[. I guess this is one of the "exceptions" because of the game's coding?

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on November 01, 2015, 07:45:44 pm

So I guess I did not cut beyond the 100 trees than? And I thought it was a 100 "log" quota. Need more Glumprong shields for the purple color.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on November 01, 2015, 08:10:07 pm

Quote from: LordBrassroast on November 01, 2015, 06:58:23 pm

I couldn't fit everything on the elves' mules :-[. I guess this is one of the "exceptions" because of the game's coding?

Yeah, just trade as much as you can, record the numbers, and save the rest for the humans.

You can also buy the clay off the elves to free up some weight: everything else they bring is fairly light and not really worth the extra clutter, but those few lumps of clay are surprisingly heavy.

Quote from: Sanctume on November 01, 2015, 07:45:44 pm

So I guess I did not cut beyond the 100 trees than? And I thought it was a 100 "log" quota.

According to the wiki, it's based on the number of 'Fell Tree' jobs completed. That said, I think the total number is a leftover from previous versions of the game, where tree's were single-tile and you got 1 log per tree. Felling 100 tree's in 40.24 would involve clear-cutting the surface and would give you more wood than you could possibly use in a year.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on November 01, 2015, 10:00:48 pm

I'm going to add a few more explicit guidelines to the OP, just to ensure things stay good. It's all fairly basic stuff, but I want something to point to if someone breaks the previously-unwritten rules:

Spoiler (click to show/hide)

Turns

- Duration: 1 year or 2 weeks, whichever comes first.
- Turns will be skipped if you fail to respond or stop updating.
- Extensions past the 2-week point will be granted if you put a lot of work into high-quality updates.

Graphics

- You can use graphics sets, but for convenience's sake the save should always be converted back to ASCII when passing turns. **Exploits**

- You can use your own judgement on what is and is not an exploit, but stay away from obvious hacks like danger rooms. Maintain the

suspension of disbelief!

Editing the RAWs/Using DFHack- Using utilities to simplify the game or recover FPS is fine. Anything the LazyNewbPack does by default is fine.

Check with me if there's any doubt. I'll sign off on making creatures war-trainable or increasing merchant animals carrying capacity.
 Anything that involves changing dwarf stats or killing specific targets is cheating and thus completely unacceptable. Same goes for

- Anything that involves changing dwarf stats or killing specific targets is cheating and thus completely unacceptable. Same goes for fastdwarf, reveal-all, etc.

Savescumming

- Savescumming is more acceptable here than in many forts, since Breadbowl doesn't run on chaos and mismanagement the way other forts do. But don't overuse it: from a narrative standpoint, the occasional massacre or accidental drowning is a good thing.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on November 02, 2015, 02:56:38 am

Quote from: QuQuasar on November 01, 2015, 10:00:48 pm

- Savescumming is more acceptable here than in many forts, since Breadbowl doesn't run on chaos and mismanagement the way other forts do.

Wait, we dont?

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on November 02, 2015, 03:16:10 am

Quote from: Bearskie on November 02, 2015, 02:56:38 am

Quote from: QuQuasar on November 01, 2015, 10:00:48 pm

- Savescumming is more acceptable here than in many forts, since Breadbowl doesn't run on chaos and mismanagement the way other forts do.

Wait, we dont?

Well I mean we could. There's nothing stopping us.

But so far the place has been relatively peaceful, and as a result the narrative has focused more on character interaction and relationships as we build up a functional farming settlement. It's completely avoided straining the suspension of disbelief. Compared to Immortalitytower, Constructivory or Murderflood, Breadbowl is a semi-realistic tale of a medieval fantasy farming village. No lovecraftian horrors (yet), no vanity megaprojects (yet), no weird religious cults (yet)... I kinda like that. And it's easier to get connected to the dwarfs when you don't expect them to die horribly within the year.

And also, I hate to say it, but everyone whose been overseer here has been... uh... kinda...

... well, don't take offence to this, but you've all been... uh...

... competent.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on November 02, 2015, 08:47:39 am

There is a hype about this dragon from The Hill of Death.

All I got was some stank dragon fart that made the duke sleep for a couple of days.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on November 02, 2015, 09:13:57 pm

This is a parchment envelope. It is stamped with the seal of The Old Nets, in blue dimple dye wax. On the item are the words "Gwolfski Uristirtir of Imarust" in charcoal lettering.

To Duke Gwolfski Uristirtir, "Daggerdangles" of Imarust, "Breadbowl"

- from the pen of Fath Likotoslan, Outpost Liason
- on behalf of His Highness, King Sibrek Logemtad, Low King of The Old Nets,

His highness, King Sibrek Logemtad of The Old Nets, would like to congratulate the dwarves of Imarust, "Breadbowl", on their increased production of both food and alcohol this year. Under the guidance of Overseer Sanctume your production has exceeded our expectations and the original production quota, and the mountainhome is enjoying the delicious food and drink you provide with every caravan.

Unfortunately, it falls to me to inform you of a clerical error relating to your quota. An administrator misplaced the decimal point when calculating the amount of food required to feed the population of The Old Nets. Your previous target of 3000 food 6000 drink was out... by a factor of 10.

Please rest assured the administrator in question has been punished, and will not be writing anything with that hand ever again.

Again, the dwarves of Hallpondered congratulate you on your impressive increase in production and offer you our encouragement in reaching the revised production targets of 30,000 food, 60,000 drink.

Yours,

Fath Likotoslan,

On behalf of His Highness, King Sibrek Logemtad

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on November 02, 2015, 09:46:33 pm

Beardless mother's milk in a cup! Ten folds quota for food and booze will require potash to increase the farm output by 50%.

The making and hauling of stone pots will no longer suffice.

Even if we increase the pot shops from 4 to 8, that will still choke efficiency.

Magma is the answer. Magma glass furnace will have unlimited resources to make pots in the middle of the kitchen.

And then, we make a glass dome over the entire circular walls!

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: LordBrassroast on November 03, 2015, 11:18:59 am

This is a parchment envelope. It is stamped with the seal of Imarust, in blue dimple dye wax. It is addressed to King Sibrek Logemtad, Low King of the Old Nets in charcoal lettering.

Your Grace,

Holy ****.

That will take a bit more than my year-long term as Overseer.

Sincerely yours,

LordBrassroast Onolnelas, Lord Overseer

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: LordBrassroast on November 03, 2015, 12:03:41 pm

((OOC: These are just my notes taken while playing the game. I write for DF in a sort of "stream-of-consciousness" style, so some of this may of may not seem "unimportant" or "boring."))

This is a -cat leather bound journal-. The thread is midnight blue with dimple dye.

Overseer's Log, Spring 241:

I, LordBrassroast have assumed control of this "fortress". And by fortress, I mean Filthy Human town. A bare few things are below the surface, in rightful stone. Nigh-all important buildings are built aboveground and we sleep in filthy sand or far aboveground.

We have 9 full-time soldiers and 10 "Neighborhood watch". We have a lot of people, and I am expanding the military by at least 15 individuals.

As Vucarstinthad, Cook has been convicted of multiple counts of disorderly conduct, which in our society means "beating the living shit out of random people until the militia takes you down".

```
Bisechely Conduct
Disorderly Con
```

Speaking of justice, we have no Fortress Guard, just one guard captain. This needs to be rectified.

Umm... As was beat to death by Sanctume in the course of justice. I was thinking he would be imprisoned for a little while. Whatever. One less dwarf to feed.

A semi-wild giant olm has forgotten their training. This is a slight problem.

Said olm has just reverted to a wild state. However, it is surrounded by other giant olms. Who the HFS thought this was a good idea?!?

I am putting through the order to build more butcher shops and butcher several excess animals. We should have more meat.

The elf caravan has just arrived!

And a few hours behind them, some bastard diplomat. She goes to talk to Gwolfski. I follow, while QuQuasar goes to give the snooty treehugging elves all our hard-earned food.

The elf wants us to stop the "senseless slaughter" of trees. Lady, did you not smell the charcoal when you came in? See the village made of wooden buildings! No. Screw you. We cannot stop our production because of your quaint (read: stupid-arse) sensibilities. She blathers about some goblin attacks, and it sounds like they're having a bit of a hard time with it. Then she makes a short joke and leaves.

I order more wardogs to be trained.

By armok, it takes forever to haul all the food we produce to the depot.

While trading, I realize I am an idiot. The dwarves are uselessly hauling a ridculous amount of wood barrels to the elves, who will refuse to take them. I amend my earlier hauling orders.

Some dwarves aren't hauling. Say it's not their job. I tell them it's their gorram job now.

I trade for 2 male dingoes (hopefully a female will show, if not they'll be tasty), a black bear, and all the clothes they have. I noticed some citizens committing indecent exposure earlier ((and OOC I'm too lazy to make a real clothing industry)) so these will help. The elves leave with a little less than every gorram crumb, because we literally cannot fit all the crap onto their mules.

We traded 3620 drinks, 3469 prepared meals, 24 raw meat, and a few raw plants. It's hard to get an exact count on the plants.

Our woodcutter has no axe. I assume this is because of Bearskie and his "Total Armanent Project." I will remove the woodcutter from his squad and hope that solves the problem.

Except he's not in a squad. He's hauling, so I can only assume he will pick up an axe after he is done. We certainly have free axes.

While wandering in the halls of our forefathers, I discover a naked, crying gorlak chaired to the coffin of SQman. WHAT THE SWEET ARMOK F**K.

Gwolfski wants us to forge more armanents in the form of battleaxes. I heartily agree with him.

I begin adding another level to the aboveground apartments.

Just in time for a horde of migrants to arrive.

2 millers, a surgeon, a diagnoser, an engraver, a miner, 2 carpenters, a shearer, **4** fisherdwarves, a mason, a metalcrafter, an armorsmith, some miscellaneous farmers, a clerk and a man who apparently dissects small animals for fun. All told, nigh on thirty souls.

Quasar, in the spirit of goblin-murder mandates, has mandated a set of bolts. I am very happy he mandated this, and not a slade bed like the typical noble moron.

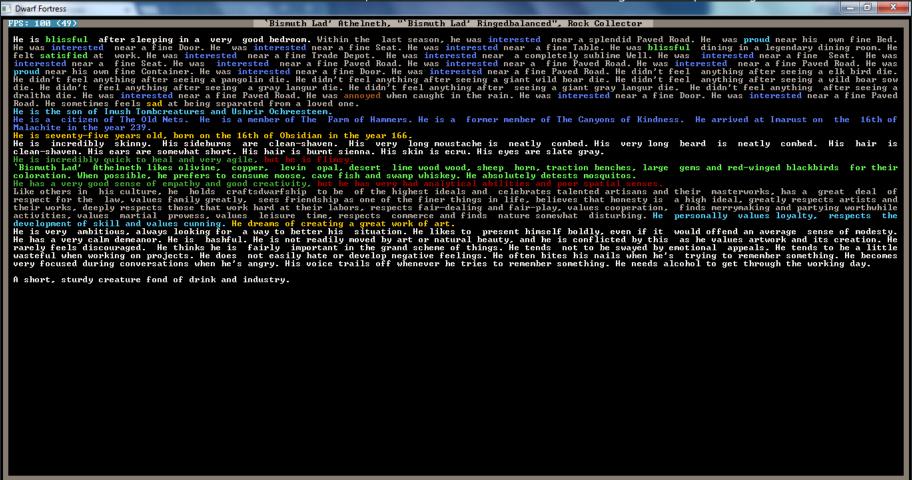
We ran out of bauxite and petrified wood blocks, so instead of the new apartments having a beautiful red color scheme, they are a bastard mix of random colors. Wonderful.

Some random fisherdwarf is stumbling about obliviously. I decide that happiness is an important priority in this fort.

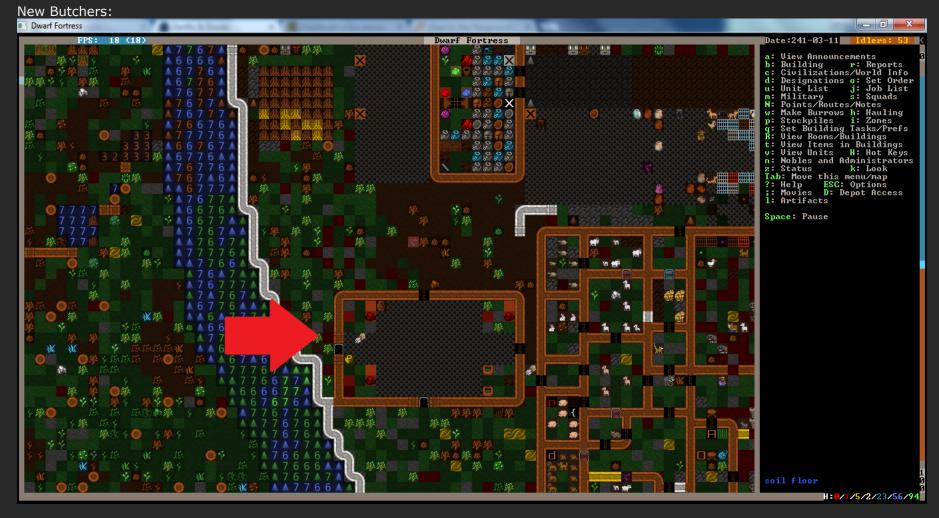
The idiot hunters keep getting scared by the animals they were happily pumping bolts into a moment before. Freakin' idiots.

Gwolfski starts a pointless and boring party, the kind that's just an excuse for nobles to talk about themselves. I don't really value merrymaking.

One of the new miners wants to be called "Bismuth Lad, the Rock Collector". Whatever. As long as he keeps mining.



Gwolfski mandates more axes, new butcher's building is being set up, clear-cutting inside the walls proceeds apace, all is well.



The rest of spring proceeds uneventfully.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on November 03, 2015, 01:24:14 pm

Quote from: Sanctume on October 12, 2015, 03:05:32 am

Chapter 25 (Duty Is Heavy As A Mountain)

As Vucarstinthad, "As Urntheater", Cook

As Vucarstinthad has become haggard and drawn due to the tremendous stresses placed on her and is throwing a tantrum. She is married to Sibrek Steelfaith and has one child: `Child' Puceportal. She is the daughter of Zasit Gazepaged and `Sanctume' Tongswane.

Quote from: LordBrassroast on November 03, 2015, 12:03:41 pm

Speaking of justice, we have no Fortress Guard, just one guard captain. This needs to be rectified.

Umm... As was beat to death by Sanctume in the course of justice. I was thinking he would be imprisoned for a little while. Whatever. One less dwarf to feed.

"Curse on you duke Gwolfski! Now I paid the blood price for your political schemes with our mayor Quasar.

What tragedy has come for a father to bring upon the fist of Armok's justice to his only daughter?

What bloody hand is this? I call this spirit of murder to make thick my blood that hides in the cowardice veil of duty. This act does not lead up the access and passage of remorse. Nay, I am but a pawn in Armok's amusement. Damned to conflict.

I am a sorry sight, foolish to a fault. I see thee still, and on thy bludgeoned skull and dudgeon gouts of blood. It is a bloody business which brings the ethos of dwarven justice.

Will the great ocean in the southeast wash this blood? Will my gauntlet make back to a polished steel from a rusty red? Here lay my daughter, her silver skin laced with golden blood.

Ah, good father, thou seest, the pantheons play, as troubled with a dwarf's act, threatens this bloody stage I name Breadbowl." -- Sanctume, Spring 241.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on November 03, 2015, 05:44:11 pm

Dang, Lord Brassroast. You made a father kill his own daughter. That's harsh, even by dwarf fortress standards.

Ouote

That will take a bit more than my year-long term as Overseer.

Not to worry: 30,000 is the ultimate goal, to feed every dwarf of our civ. The next milestones you should be aiming for are 6000 food and the same for booze, and it sounds like you're well on the way.

Ouote

A semi-wild giant olm has forgotten their training. This is a slight problem.

Said olm has just reverted to a wild state. However, it is surrounded by other giant olms. Who the HFS thought this was a good idea?!?

I'd recommend turning off all other labors on May: last I checked, she was our best animal trainer. Maybe add a second dedicated trainer/animal handler.

Quote

We traded 3620 drinks, 3469 prepared meals, 24 raw meat, and a few raw plants. It's hard to get an exact count on the plants.

I'll count the meat towards the yearly score. The plants will have to be a write-off, since you don't have a number for them.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: SQman on November 04, 2015, 03:39:49 am

Quote from: LordBrassroast on November 03, 2015, 12:03:41 pm

Said olm has just reverted to a wild state. However, it is surrounded by other giant olms. Who the HFS thought this was a good idea?!?

It was me! It was me!

- -Hey, you're the new guy, aren't you? Bismuth Lad, if I'm not mistaken? asked the chief miner, looking at the new addition to his crew.
- -Aye, the famous collector and researcher Bismuth Lad Athelneth at your service.
- -Famous? No offense, but I've never heard of you.
- -Well, academies in human towns use my research to teach their students geology. That's not really the "dragon slayer" kind of fame, you see.
- -Huh. But now you're here with a pick in your hands. How come?
- -I could teach the tall men about rocks, but that would feel wrong. A dwarf needs to do some real work from time to time, or else he'll go mad. Or so I've heard. There's one more reason, but let's get to work. We have marble to mine.
- -I see I won't have any trouble getting you to work. All right, the stuff is all the way down that passage. Let's go!

This is a worn one-humped camel leather journal. It is encircled with bands of of granite and jet.

Notes of Bismuth Lad Athelneth

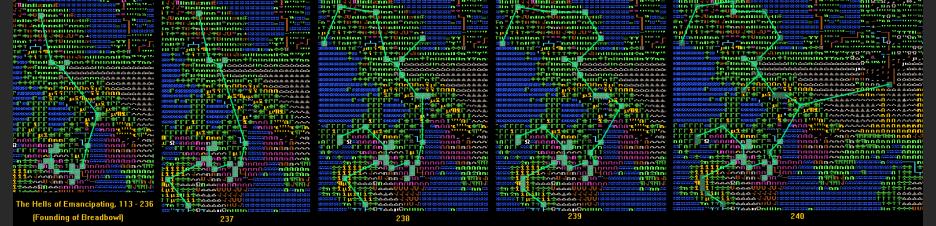
Breadbowl is exactly what I thought it would be: a bizarre amalgamation of a dwarven fortress, a human keep and an elven forest retreat with some kobold burrow added to the mix. It has its own charm, however, and I'm sure my stay here won't be completely unpleasant.

I've arrived in the middle of some family drama. Apparently the captain of the guard has killed his own daughter trying to apprehend her. Something tells me there is a story behind it, but I'm not sure if I want to get involved in such an ugly situation. Probably not.

Back to my research. I've seen the mines and I've managed to take a look at the caverns. There seems to be nothing out of ordinary. No sign of living crystal formations, rampaging clusters of peridot, or any other kind of gem monsters. I will have to ask those who claim to have seen one, but for now, I will remain skeptical. Surely, if there was a monster, there would be remains of its victims scattered around, right?

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on November 07, 2015, 04:40:25 am

Thought I'd check in on how the Hell of Emancipating's war against pretty much everyone is going.



(http://imgur.com/8GN69xb)

(Click the image if you can't see the entire picture...)

Pretty well for them. Another 7 sites conquered, including **Hatchetpatterns**, one of The Old Net's sites (that's that one to the far east).

However, hope rises in the north! Our humans, the Kingdom of Color, have started fighting back, taking Agepoisons from them and laying siege to Singrooves. It seems their leader, goblin law-giver Anig Spicypolish (whom we've met already), holds no fondness for his kind. Or perhaps he's heard the rumours about She who leads them, and would free his kind from Her cruel leadership... (haha I'm so subtle and cryptic)

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Bearskie on November 07, 2015, 06:46:55 am

Harp harp, you speak in riddles Quasar, though I see that year 240 marks their first incursion into the Dwarven strongholds of the east. Whooey, this is gonna be a helluva war. Remember, if anyone asks, we're totally not responsible.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: QuQuasar on November 08, 2015, 07:21:58 pm

It looks like Breadbowl is starting to experience FPS problems in the most recent save. A few relevant suggestions taken from the wiki:

- st Use a Dwarven Atom Smasher to remove items, or donate them to passing caravans to be taken away.
- * Dwarven water reactors also slow down the game, often significantly. (Sanctume built one for filling/unfilling the moat.)
- * Setting corridors to "high" traffic, and dead-end workshop rooms next to them to "low" traffic, means the pathfinder algorithm will search more quickly along the corridor, and waste less time searching in the rooms.
- st Open "quarry pits" are pathfinding traps. Seal them off from your fort with walls when you are done with them. (We've got a few quarry-rooms that could be sealed off, or you could channel out the floors to make them unreachable)
- st Caverns are probably the worst offender for pathfinding in irrelevant areas. So keep any part you aren't occupying closed off.
- st Avoid pet-impassible doors; animals will stand at the door and continuously path through it.Bug:797

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on November 08, 2015, 08:27:03 pm

There 2 water reactors. Deconstruct the screw pump "starters" should stop the water wheels. If not, then if you deconstruct the gear holding the water wheels will deconstruct all the water wheel arrays.

In order to remake the water wheels, construct floor as needed then deconstruct floors.

My quarries should have door entrances, and I think forbidding the door will cut off pathing to save FPS.

Animals will need to be culled and choose high food yields only.

QSP really helps in FPS. IIRC, each open stockpile space takes some processing time for job labor calcs.

Title: Re: Breadbowl: a Succession Farm [40.24]

Post by: Dozebôm Lolumzalis on November 14, 2015, 12:21:09 pm

Could I have a dwarf and a turn?

Title: Re: Breadbowl: a Succession Farm [40.24]

PTW

Title: Re: Breadbowl: a Succession Farm [40.24]

Post by: QuQuasar on November 19, 2015, 04:05:41 pm

Just got a PM. Real life came up, so LordBrassroast has had to forfeit his turn. We'll be falling back to Sanctume's save (http://www.bay12forums.com/smf/index.php?topic=152568.msg6570159#msg6570159).

Turn passes to Gwolfski. Sending a PM now.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on November 19, 2015, 04:38:29 pm

Quote from: QuQuasar on November 19, 2015, 04:05:41 pm

Just got a PM. Real life came up, so LordBrassroast has had to forfeit his turn. We'll be falling back to Sanctume's save (http://www.bay12forums.com/smf/index.php? topic=152568.msg6570159#msg6570159).

Turn passes to Gwolfski. Sending a PM now.

Oh, wait, so my Mac-Dwarf-Beth moment was just a hallucination? I better not get my hopes up with the duke Gwolfski taking over. The filicide and desertion and insanity defense was just a bad dream. Just. A. Bad. Dream.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on November 19, 2015, 06:00:21 pm

Here we go again...

Duke Gwolfski has bowed out for now, so overseership falls to HiddenLeafGuy.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on November 21, 2015, 01:45:58 am

Hmm.... Brassroast, why don't you pass over the save you've played? It's not 1 years progress, but its still progress. Imho the next overseer should continue from that.

I'd volunteer again, but heck, busy days are ahead :(. Sorry.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on November 22, 2015, 05:52:15 am

HiddenLeafGuy hasn't responded, so overseership falls to PyroTechno. May his reign be filled with deliciousness.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: PyroTechno on November 22, 2015, 08:56:23 am

I've got the save now. Getting started either today or tomorrow.

Post by: LordBrassroast on November 22, 2015, 02:37:55 pm

Quote from: Bearskie on November 21, 2015, 01:45:58 am

Hmm.... Brassroast, why don't you pass over the save you've played? It's not 1 years progress, but its still progress. Imho the next overseer should continue from that.

I'd volunteer again, but heck, busy days are ahead :(. Sorry.

Title: Re: Breadbowl: a Succession Farm [40.24]

Sorry I didn't see that post, I was camping all weekend. Too late now, I guess.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: PyroTechno on November 23, 2015, 07:40:05 am

So. I only have access to my old laptop right now, and DF has now crashed it. Multiple times. Disappointing, I know.

I'm going to have to do my turn later - at least a week from now.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on December 02, 2015, 10:26:44 am

Taverns! Singing! Dancing! Fighting! Mugs of ale!

Alas, I feel that Breadbowl was born one version too early. :(

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on December 02, 2015, 10:57:05 am

Quote from: Bearskie on December 02, 2015, 10:26:44 am

Taverns! Singing! Dancing! Fighting! Mugs of ale!

Alas, I feel that Breadbowl was born one version too early. :(

What would happen when all the food and drinks are traded away each caravan?

We'd be left with sober patrons singing and dancing!

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on December 02, 2015, 04:49:12 pm

Breadbowl is actually a site I wouldn't mind setting up a sequel to. There's a few things I learned that I would like to put into practice:

- * You need to embark on a tropical/temperate border to grow the maximum number of crops.
- * Given the nature of the goal (maximising production and livestock), a 3x3 embark may be a better choice for FPS purposes.
- * Turns should start from the beginning of winter, rather than spring. This way the new overseer doesn't include the previous overseers winter production in their trade counts.
- * we should trade *all* the edible stuff we make, not just the prepared meals. At the moment we have a serious excess of plants.

Not until the new version becomes stable, though. Besides, new version or no, I'd still like to see this story go on for a few more years yet. I've grown attached to these dwarves, and with the Hell of Emancipating looking to conquer the entire world I think the story is only going to get more interesting these next few years.

I've PM'd PyroTechno about his turn. If he turns it down, I'll PM jwoodward48df.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on December 02, 2015, 05:03:30 pm

And we're actually getting sieges in version 40.24.

I agree with tropical and temperate. I like to get my embarks in those biomes for to an eventual hemp industry.

Title: Re: Breadbowl: a Succession Farm [40.24]

Post by: Insanegame27 on December 02, 2015, 07:06:50 pm

Any undorfed to be taken? I have a character but from the looks of the frontpage all dorfs are taken (everyone has a (name) after their name)

Alternatively could I be made the leader/general of a goblin army? Name of CrazyBlades (I just realised I made a reference to an iOS game, but what the hell)

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on December 03, 2015, 10:25:01 am

Quote from: Insanegame27 on December 02, 2015, 07:06:50 pm

Any undorfed to be taken? I have a character but from the looks of the frontpage all dorfs are taken (everyone has a (name) after their name)

Alternatively could I be made the leader/general of a goblin army? Name of CrazyBlades (I just realised I made a reference to an iOS game, but what the hell)

We have plenty of un-named dorfs in terms of being claimed by forumites.

Every dwarf has a name by default, but can be given a custom `Nickname', and custom Profession title.

We do have some captive goblins and ogre/ogress, but they can't be renamed in game.

Title: Re: Breadbowl: a Succession Farm [40.24]

Post by: Insanegame27 on December 03, 2015, 04:23:48 pm

When another army turns up to siege I'm p. sure you can rname them with dfhack

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on December 08, 2015, 03:48:02 pm

PyroTechno hasn't got back to me. Turn falls to jwoodward48df.

Good luck!

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on December 12, 2015, 02:44:27 am

Welp.

jwoodward48df has bowed out, leaving us without any overseer left in the queue.

I may not be online for the next 10 days, so if you want the next turn, just download the latest save (http://www.bay12forums.com/smf/index.php?topic=152568.msg6582546#msg6582546) and get started.

First come, first served.

Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!)
Post by: Bearskie on December 12, 2015, 02:51:53 am

t by. Bearskie on December 12, 2015, 02.51.55 am

Gaaark. If by the end of this week nobody takes the turn, Bearskie the reluctant communist farmer will once again don the overseer's mantle.

And I do sincerely mean one week, because I'm in the thick of exams right now. >.>

Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!)

Post by: **Dolwin** on **December 13, 2015, 01:45:59 pm**

I'll take a turn if no one else has started already. Can do the first post by the end of the night.

Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!)

Post by: Bearskie on December 13, 2015, 10:21:53 pm

Good luck.;)

Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!)

Post by: **Dolwin** on **December 14, 2015, 03:18:53 pm**

Surgeon's Journal: Overseer Day 1

The consensus is that being the Overseer is one of the most stressful jobs a dwarf can have. With the current state of Breadbowl, the job fell to the least stressed out one of us left; namely me.

Spoiler: Dolwina (click to show/hide)



Caste: Dwarf Age: 52 Years Old Size: 82,610cm³

Profession: The Surgeon

Squad: Civilians Happiness: Fine (Stress: -73.4k)

Within the last week she felt contentment after sleeping in a great bedroom(+12).

Within the last season she felt satisfied at work, pleasure seeing a fine paved road (x3), nothing after witnessing death (x27), pleasure seeing their own fine bed, pleasure seeing a fine table (x6), pleasure seeing a fine seat (x4), exasperation when caught in the rain, pleasure seeing their own fine cabinet, horrified after witnessing death, pleasure seeing a fine door (x2), pleasure seeing a fine bed (x2), aggravation after being pestered by vermin, pleasure seeing a fine chest and pleasure seeing their own fine chest

Skills:

- [2] Adequate Wound Dresser 1.7k/1.8k xp (82.9%) Rusty
- [2] Adequate Surgeon 1.5k/1.8k xp (57.4%) Rusty

Highest Moodable Skill: Mason

Personality: Does not easily hate. Can be very happy and optimistic. Is quick to anger (More likely to throw tantrums and go berserk.). Does not often feel lustful. Has a greedy streak. Is very polite and observes appropriate rules of decorum when possible. Is generally quite confident when undertaking specific ventures. Has an active sense of humor. Often acts with compassion. Generally acts with a narrow focus on the current activity. Tends to assume the worst of two outcomes will be the one that comes to pass. Tends not to reveal personal information. Doesn't seek out excitement. Finds sacrifice to be the height of folly. Doesn't think one way or the other about leisure time. Dreams of mastering a skill.

Preferences: Likes Ilama wool, giant peach-faced lovebird tooth, guineafowl leather, prase opal, billon, mica, giant green tree frogs, ducks, floodgates and the color mauve taupe. Prefers to consume plum wine. Hates large roaches.

Top 3 Roles:

- 1. Surgeon (76.06%)
- 2. Wound Dresser (75.85%)
- 3. Observer (72.16%)

A short, sturdy creature fond of drink and industry.

While waiting on the western bridge to lower to regain access to the outside world, I wandered our home and compiled a few notes that will form the foundation of our labors for the next few months.

Subject 1: Stress

The citizens of Breadbowl are currently at a critical stage as far as stress levels are concerned. Several citizens have been quarantined for their own well being, but reducing their mental state to nominal status will exceed reasonable timelines at the current rate. The quarantine zone is the correct solution, but is insufficient in its current state. Adding additional rooms for personal bedrooms and dining areas will allow family access for increased happy thoughts via conversation and removal of dormitory living stresses.

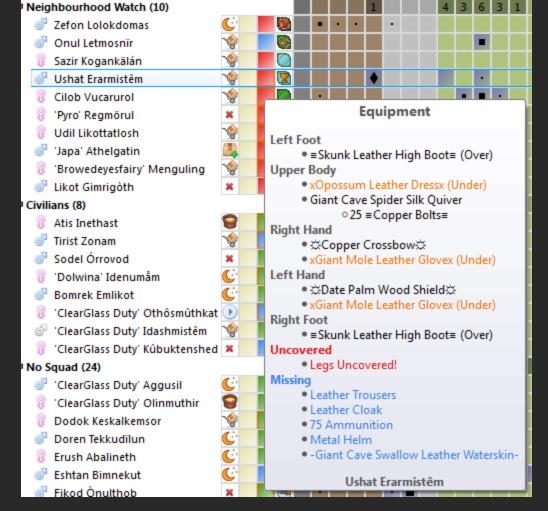


Material specific dining tables and chairs will be required; I have begun a list of work orders to give to Hiddenleafguy. Cages with favorite animals and/or weapon traps will also be provided if available.

For a long term permanent solution to the corpse related stress inducers, magma is of course the solution. Orders have been given to the miners to continue exploration deeper into the earth. Iron minecarts added to the work orders for transport.

Subject 2: Clothing & Equipment Issues

While dwarven anatomy does not particularly bother those in my profession, it is still somewhat disconcerting having all of the Neighborhood Watch running around without trousers on.



I have enabled collection of the goblin equipment that is currently forbidden outside of the gates. Goblin trousers are better than, oh what is that layman term... 'freeballin'? Leather trousers and cloaks have been added to the order list, although our current leather reserve is insufficient. Given our current wool surplus, a new round of trousers for everyone is called for to avoid such issues in the future.

On a somewhat peculiar note, Quasar has been feeling some hallucinatory effects lately. Possibly due to stress and should be monitored closely.

```
Shafts of Fortifying 1. 'Gwlfsk' Urstrtr, dk of +iron mail shirt+ \
\text{Dorfed Civilians} \quad 2. 'rsttl' Mbzthstk, Phlsph \( \frac{1}{2} \) iron helm\( \frac{1}{2} \) \\
\text{UIP Civilians} \quad 3. 'Quasar' Ustutharkm, myr \( \frac{1}{2} \) iron greaves\( \frac{1}{2} \) \\
\text{Civilians} \quad (Planters) \quad 4. 'My' Olnsml, chf mdcl dw missing item \quad \quad \text{Civilians} \quad (Fish) \quad 5. 'Neblim' Bsmrstr, Crpntr missing item \quad \quad \quad \text{Civilians} \quad (Farm) \quad 7. 'Hddnlfgy' Gmlm\( \text{orl} \) in \( \
```

He insists that he is currently wearing gloves and boots, yet cannot describe them. I suggested that a change of clothes into full iron armor would strike a more imposing figure, which thankfully he found acceptable.

Upon further inspection of civilian attire, every single dwarf has been complaining about the lack of backpacks to store meals in. The king's mandate aside, this is inefficient and unnecessary. Modification of attire has been completed.

```
Shafts of Fortifying Carry any drink
Do not carry food
Dorfed Civilians
Do not carry water
UIP Civilians
Do not carry water
Civilians (Planters) Do not carry water
Do not carry food
Civilians (Ranger)
Do not carry water
Do not carry food
Civilians (Farm)
Do not carry water
Do not carry food
Civilians (Farm)
Do not carry water
Do not carry food
Civilians (Farm II)
Do not carry water
Do not carry food
Civilians (Farm II)
Do not carry water
Do not carry food
Civilians (Craft)
Do not carry water
Do not carry food
Civilians (Craft)
Do not carry water
Do not carry food
Civilians (Craft)
Do not carry water
Do not carry food
Civilians (Craft)
Do not carry food
Neighbourhood Watch
Carry any drink
Do not carry food
Neighbourhood Watch
Carry any drink
Do not carry food
S: Schedule
ESC: Done

234689: Move selector
```

No one shall reserve meals, and only the active military and Neighborhood Watch shall be allowed flasks. My original thought was to exclude the Watch as well, but the thought of being accosted by 10 pantsless dwarves for taking away their quick access to booze was a deterrent.

Subject 3: Labor Organization

Currently there are a large number of dwarves employed in tasks they are currently untrained or in fields that are currently oversaturated. I took some time to review our roster and shuffle job allocation around. Mainly removing excess dwarves for the time being. I would rather have a few truly exceptional dwarves in a job field than a dozen sufficient ones. This will increase our idle hands in the short term, although construction will be keeping us busy. The masons refuse to acknowledge my building designs until the bridge lowers; they are an oddball caste to be sure.

Subject 4: Military

Our soldiers are a small but dangerous bunch. The goblins have felt their sting and will return again in strength. Oh yes, they will return without question. Over and over until we are all dead or we break their spirit. I fully intend to bring about the latter.

11 candidates have been selected to reinforce our 2 main squads. The notice was given but the draft will be delayed while additional armor and weaponry is being crafted to give our current soldiers first dibs on the best equipment. I beckoned Taupe over in between sparring sessions and outlined a few changes to the military structure. I was rather concerned by the scowl he gave me when I breached the subject, but military folk are a practical lot after all. He could see the wisdom of the training regiment for the new recruits and additional security measures. I think he actually smiled some when I showed him the new barracks plans. I'm not much of a people person, so I could be wrong. My view of dwarfkind has always been a bit differently from the masses after all...

```
SELECTION
UNIFORMS
                         ITEMS
                         metal mail shirts
metal breastplates
Civilian Attire
                                                           any material
                                                          metal
Metal armor
Archer
                          leather cloaks
                                                           iron
                         metal headwear
metal legwear
metal handwear
 Leather Watch
                                                           copper
                                                           steel
                         metal footwear
                                                           bismuth bronze
                          wood shields
                                                           adamantine
                          indiv choice, melee
                                                           twisting metal
                                                          translucent metal
bright metal
p: Positions a: Alerts e: Equip n: Uniforms u: Supplies f: Ammunition
                                                                         s: Schedule
ESC: Done
                         234689: Move selector
```

Subject 5: Pastures

On a more mundane note, the yak and water buffaloe enclosures haven been grazed down until they are almost nothing but clay.



A temporary pasture has been designated to the northeast while the grassland regenerates. Culling excess animals will ultimately become necessary. Currently on hold due to Subject 1 and will begin upon successful magma transport. Languor, Olm, and Elk Bird populations also beginning to exceed nominal figures.

Subject 6: Medical Science

Current medical knowledge in the fortress is insufficient. Preparations have begun to insure proper medical staff will be available when the need arises. A dabbling surgeon is the last thing a dwarf wants to see when his life is on the line. The true nature of the training structure might be frowned upon by the general populace, and I was rather vague when giving reasons for the training apparatus. Medical knowledge must press on after all.

Subject 7: Stocks

Critical shortage of leather, gypsum plaster, silver, and tin. Galena smelting is underway. Leather will be acquired from the human and dwarven caravans. Mental note to order lots more gypsum plaster from the caravans in the future. Tin ore is currently available in Cavern 2, but extraction will be on hold until the miners continue deeper exploration. There might be more convenient veins to be found.

Shortage of soap, steel, and food storage items. Soap making will resume, pending tallow availability. Steel is currently being forged with plenty of ingredients currently available. Food storage will be streamlined upon activation of magma powered glass forges and kilns, removing reliance on wood.

```
Work Orders

Collect Sand
Make Potash From Ash
Make pearlash
Construct wooden Bin
Construct wooden Bin
Make leather trousers
Make leather cloak
Make leather cloak
Make leather cloak
Make leather cloak
Make leather salver Blocks
Make leather cloak
Construct clear glass Blocks
Forge iron Minecart
Make nickel silver bars
Make sterling silver bars
Make sterling silver Table
Construct nickel silver Table
Construct sterling silver Table
Construct sterling silver Throne
Construct sterling silver Sterling S
```

I hear the bridge lowering now, so I'll hand all these required items (3 full tablets of orders to fulfill!) to Hiddenleafguy. The masons will soon let me designate the exterior designs, so its time to go to work!

Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!)
Post by: SQman on December 14, 2015, 04:47:33 pm

Finally something's happening! And it's progress, not death and destruction! Is this the post-Sanctume save? If so, I remind that I requested to be redorfed as Bismuth Lad the rock collector (miner).

I thought that excess animals were designated for slaughter long ago. That would probably be good for FPS.

I'm glad to inform you that I've arrived safely in Breadbowl. As I predicted, no scholar from the mountainhome agreed to join my expedition. I will miss living among elves, where people don't laugh at you everytime you talk about elemental energies, ambient magic, or focusing crystals. Those dwarves just don't want to agree that they don't know everything about rocks.

I'm writing to you just to ask one question: can the vital energy accumulated in peridot give life to its accumulative crystal? I know druids make peridot charms for wounded warriors, and while I'm still not convinced about those charms' healing properties, my current research object makes me wonder. If elven sages claim that bedrock rich in sunstone can cause wildfires, why wouldn't a massive chunk of peridot cause even stranger anomalies? It may just be a false track, a red herring, I haven't even seen what I'm looking for. From what I've heard, it may even be just a story for scaring kids. Either way, I'm awaiting your answer, be it a confirmation, or your disappointment in me.

Your sincerely Bismuth Lad

Research notes of Bismuth Lad

First thing I wanted to say is that Breadbowl is a disaster when it comes to organization. I learned that there were at least three overseers since I've arrived. That was a month ago. The current one is Dolwina. She seems to be educated, which is never a bad trait for an overseer. She seems to be concerned about low morale among the dwarves. Good, maybe if her projects become complete, people in the mines won't be so grim and quiet all the time. Firstly, I can't stand it. Secondly, The louder we are, the more likely the monster is to come.

The other thing that I found outrageous: the woman who was supposedly killed by her own father is still alive. Seen her shouting obscenities at elk birds. By the way, there's a lot of elk birds, and they don't like to be yelled at. If that girl hasn't been dragged away, the birds would have broken down the fence and trample her to death.

I guess I should report some progress. I contacted some of the previous overseers. Two of them claim to have seen the gem monster and called it "Thol-anan", "deep night" in Common. I don't know if the name was given by dwarves, but if not, I might have the first clue. I also asked some additional questions, for example why aren't there any signs of "Thol-anan's" rampage? I was surprised to hear that one of the absent ex-overseers ordered to clean up in the caverns. I wanted to talk to that man. I was led to a tomb, where a crying gorlak was sitting on a comically ornate silver sarcophagus.

That dwarf's death was more than an inconvenience. He was trying to hide something. Maybe his grave hides valuable information.

Bad idea. Got bit by the damn gorlak, and all I got for it was a sight of a dwarven skeleton, and something that looked like an official complaint about trolls eating corn, obviously not sent. Weird traditions. Why am I writing this now? I need to get out of here!

I left the tomb quickly trying to hide my bleeding hand. Don't want anyone to think I'm a grave robber. That wouldn't help me find Tholanan.

Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!)
Post by: Sanctume on December 14, 2015, 06:49:37 pm

Quote from: SQman on December 14, 2015, 04:47:33 pm

Finally something's happening! And it's progress, not death and destruction! Is this the post-Sanctume save?

/ooc Great to read, this is awesome Dolowin!

I'm frozen with trepidation not know if the captain of the guard executed dwarven justice to his own daughter As.

Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!)

Post by: LordBrassroast on December 14, 2015, 07:47:49 pm

Probs not, I had to specifically flag As convicted, and if Dolwin hasn't done that, she is fine.

Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!)

Post by: **Bearskie** on **December 14, 2015, 09:31:13 pm**

Great writing, both of you. Glad that the saga of Breadbowl marches on. :D

Quote from: Dolwin on December 14, 2015, 03:18:53 pm

I hear the bridge lowering now, so I'll hand all these required items (3 full tablets of orders to fulfill!) to Hiddenleafguy. The masons will soon let me designate the exterior designs, so its time to go to work!

And.... that's going to take a while. Guy's like over a hundred.

Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!)

Post by: Zuglarkun on December 15, 2015, 11:37:27 pm

Might I get a turn and dorf down the line?

Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!)

Post by: **Dolwin** on **December 16, 2015, 12:39:06 pm**

Surgeon's Journal: Spring

As part of the initiation of all new overseers, dwarves can declare their desire for a new persona. We had 2 such dwarves approach me, and it has been entered into the official records.

One of our better miners has decided to be called Bismuth Lad. Has a thing for large gems and copper.

Spoiler: Bismuth Lad (click to show/hide)

'Bismuth Lad' Athelneth (Bismuth Lad' Ringedbalanced)

Caste: Dwarf Age: 75 Years Old Size: 57,860cm³ Profession: Rock Collector

Happiness: Fine (Stress: -2.7k)

Within the last week he felt bliss after sleeping in a very good bedroom(+20) and satisfied at work(+6).

Within the last season he felt pride seeing their own fine bed, pride seeing their own fine chest, interest seeing a fine door (x4), interest seeing a fine paved road (x5), nothing after witnessing death (x7), annoyed when caught in the rain, bliss dining in a legendary dining room, interest seeing a fine table (x5), interest seeing a fine seat (x3) and sadness at being separated from a loved one(-6)

Skills:

- [8] Expert Miner 6.8k/8.1k xp (2.3%)
- [5] Proficient Grower 3.6k/4.5k xp (13.0%)
- [2] Adequate Herbalist 1.8k/1.8k xp (95.7%)
- [2] Adequate Wound Dresser 1.5k/1.8k xp (57.1%) Rusty
- [2] Adequate Diagnostician 1.5k/1.8k xp (57.1%) Rusty

Highest Moodable Skill: Miner

Personality: Does not easily hate. Rarely feels discouraged. Has a very calm demeanor. Tends to be a little wasteful when working. Is very ambitious, keen to improve their situation. Likes to present themselves boldly. Thinks they're fairly important in the grand scheme of things. Is bashful. Tends not to be swayed by emotional appeals. Is not readily moved by art or natural beauty. Finds merrymaking and partying worthwhile activities. Respects the development of skill. Values loyalty. Values cunning. Dreams of creating a great work of art.

Preferences: Likes sheep horn, desert lime tree wood, levin opal, copper, olivine, red-winged blackbirds, large gems and traction benches. Prefers to consume swamp whiskey, cave fish and moose. Hates mosquitos.

Top 3 Roles:

- 1. Miner (81.77%)
- 2. Farmer (77.28%)
- 3. Herbalist (75.63%)

A short, sturdy creature fond of drink and industry.

Upon hearing that he was part of the pending draft, one of the recruits wanted the codename Crazy Blades. The blades part is understandable, since he has some basic knowledge of swordsmanship. Crazy is a less desirable trait and he will be monitored closely.

Spoiler: Crazy Blades (click to show/hide)

"Crazy Blades' Cattenvúsh ('Crazy Blades' Channeledheated)

Caste: Dwarf Age: 52 Years Old Size: 59,920cm³

Profession: Animal Dissector Squad: Civilians (Ranger) Happiness: Fine (Stress: 53.0k)

Within the last week he felt bliss after sleeping in a fantastic bedroom.

Within the last season he felt satisfied at work, delight after eating a legendary meal, bliss dining in a legendary dining room, grouchiness when caught in the rain, horrified after witnessing death (x9), pleasure seeing a fine armor stand, nothing after witnessing death (x17), pleasure seeing a fine table and pleasure seeing a fine seat (x2)

Skills:

- [8] **Expert Observer** 7.6k/8.1k xp (61.8%)
- [3] Competent Discipline 1.8k/2.6k xp (1.0%)
- [2] Adequate Animal Dissector 1.5k/1.8k xp (57.1%) Rusty
- [1] Novice Swordsdwarf 1.0k/1.1k xp (88.0%)
- [1] Novice Fighter 1.0k/1.1k xp (88.0%)

Highest Moodable Skill: Tanner

Personality: Has a greedy streak. Occasionally overindulges. Tends to be a little wasteful when working. Doesn't mind a little discord in day-to-day living. Is a friendly individual. Is somewhat fearful in the face of imminent danger. Has a tendency toward forming deep emotional bonds with others. Finds helping others emotionally rewarding. Finds artwork boring. Respects fairness. Sees introspection as important. Dreams of mastering a skill.

Preferences: Likes sea monster bone, giant cuttlefish tooth, giraffe horn, wagon wood, cat's eye, zinc, stibnite, giant ostriches and scepters. Prefers to consume fisher berry wine, brown bullhead and kea. Hates mosquitos.

Top 3 Roles:

- 1. Observer (83.65%)
- 2. Fighter (72.17%)
- 3. Student (72.00%)

A short, sturdy creature fond of drink and industry.

As soon as the western bridge lowered and the exterior masonry plans in place, a runner approached from the lower quarters with tablet after tablet of complaints.

```
inaccessible.
'Corpse Mech' Zimesholin, Tick Slayer cancels Store Item in Stockpile:
Drop-off inaccessible.
'Bearskie' Adagbowrek, Planter cancels Store Item in Stockpile: Drop-off inaccessible.
'Corpse Mech' Zimesholin, Tick Slayer cancels Store Item in Stockpile:
Drop-off inaccessible.
'Bearskie' Adagbowrek, Planter cancels Store Item in Stockpile: Drop-off inaccessible.
'Corpse Mech' Zimesholin, Tick Slayer cancels Store Item in Stockpile:
Drop-off inaccessible.
'Bearskie' Adagbowrek, Planter cancels Store Item in Stockpile: Drop-off inaccessible.
'Corpse Mech' Zimesholin, Tick Slayer cancels Store Item in Stockpile: Drop-off inaccessible.
'Corpse Mech' Zimesholin, Tick Slayer cancels Store Item in Stockpile:
Drop-off inaccessible.
```

38 full tablets to be exact. All from dwarves currently in quarantine that were trying to haul items. I formally removed all labors from those secluded belowground and asked them to kindly not bother me again until they were able to rejoin the workforce.

While I'm on the subject of dwarves bothering the everliving daylight out of me, the miners guild are next on the list. Not long after work began on the new year, the emergency alarm sounded and a runner dispatched to me on a matter of utmost importance. I immediately sprinted down to the quarantine zone to see just how bad the situation was.

"What's the emergency? Cave-in? Magma flood? Don't tell me it was the Gorlak getting loose again!" "The rock here is wet."

"I know it's wet. The dwarf-made lake is right above us. As long as you don't dig a shaft up, there won't be any issues."

"Miner's Guild Rule #1. Any stone that's found to be wet or hot requires a full state of emergency."

"No, **unexplored** stone that's hot or wet needs to be examined closely. We know exactly where the water is. It's fine, trust me." "Rule #1. I have no say in the matter. Please be prompt in responding to the upcoming emergency alerts."

"You are really going to bring the entire fortress to a grinding halt dozens of times over this? No wonder the Overseership is considered so stressful"



I grit my teeth and told everyone to carry on. Eventually the miners carved out the new quarantine rooms and the alarms finally subsided. Work continued to progress around the fortress and my patience with the miners would eventually pay off. When the annual elven caravan and diplomat arrived, a shout from the depths brought good tidings.

```
You have discovered an expansive cavern deep underground.

Press Enter to close window
```

The third cavern at last! The magma sea surely would be nearby as well. I ordered the cavern breach sealed off and redirected the miners to continue exploring the depths.

Meanwhile, my attendance at the meeting between Gwolfski and the elven diplomat was required.

```
We elves are partial in particular to the trees in the forests surrounding your lands. Although we are loath to spare a single branch to your senseless slaughter, we are willing to ask that you cap your tree-fells at one hundred until we next meet. I will try to return next year as I am able.

'Gwolfski' Uristirtir:

a - We can grant this request. Let's discuss the specifics, though...

b - We cannot stop production just because of your quaint sensibilities.
```

The Duke was already aware of the current wagon highway project that was currently underway. Seeing how we probably will exceed their arbitrary quota before summer arrives, Gwolfski refused their request without much thought. Seeing how we are in the middle of a giant rainforest and trees aren't exactly scarce, the elves will have to deal with our presence. We will not budge for the goblins, and we certainly wont for the elves. If they are dumb enough to start a war with the mountainhome, they will regret it.

Perhaps in retaliation, the diplomat then went on the longest rendition of recent elven history imaginable.

Spoiler: We don't really care about this (click to show/hide)

```
The latest news from Sistersuades; is that a few days ago refugees calling themselves; the Colden Linn fled from the area just before an army of The Torrors of Tornenting led by the goblin Kud Spiraldoused descended upon the place. A few weeks ago refugees calling themselves The Leopard of Pouts fled from the area just before an army of The Cold Spiders led by the goblin Kud Spiraldoused descended upon the place. A few weeks ago refugees calling themselves The Leopard of Pouts fled from the area just before an army of The Cold Spiders led by the goblin Kud Spiraldoused descended upon the place. However, the latest news from Fistnaw is that nonthe ago a group calling itself the Shell of Heathers reclained the site on behalf of The Drink of Workers. Months ago refugees calling themselves The Lange Raus fled from the area just before an army of The Cold Spiders led by the goblin Kupe Peacefulspirals descended upon the place. However, and the place is the same of the cold Spiders led by the goblin Kupe Peacefulspirals descended upon the place is the same of the cold Spiders led by the goblin Kupe Peacefulspirals descended upon the place. However, and the place is the same place. However, and the same place is the same pl
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```
Cacame: Greetings. We are enchanted by your more ethical works. We've come to trade.
                                                                                                                                                                Lenicamela
             (sandy clay)
(clay)
(silty clay)
(silty clay)
(silty clay)
(fire clay)
(sandy clay)
(silty clay)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     3 * 121 F

3 * 121 F

3 * 121 F

3 * 230 F

3 * 133 F

10 * 2 F

20 * 2 F

20 * 2 F

20 * 30 * 31 F

10 * 30 * 30 F

10 * 
                  (silty clay)
(grown lychee wood piccolo)
           (grown lychee wood piccolo)
(+grown bayberry wood flute+)
(-«-grown citron wood harp-»-)
(grown ginkgo wood flute)
(-grown candlenut piccolo-)
(-«-grown citron wood flute-»-)
(«grown date palm wood piccolo»)
(-grown bitter orange wood puzzlebox-)
(«-grown rubber wood toy boat-»)
(+«grown lychee wood puzzlebox»+)
(+grown coffee wood puzzlebox+)
(«grown finger lime wood toy boat»)
(grown pecan wood toy boat)
             («grown finger lime wood toy boat»)
(grown pecan wood toy boat)
(+«+grown pecan wood puzzlebox+»+)
(«-grown maple toy boat-»)
(grown candlenut cage)
(pileated gibbon ($) cage (pine))
(wild boar sow ($) cage (ashen))
(+grown paradise nut wood cage+)
(black bear ($) cage (lychee wood))
(giant monitor lizard ($) cage (rambutan wood))
(grown kumguat wood cage)
(grackle (6) cage (kumquat wood))
(grown kumquat wood cage)
(leech cage (ginkgo wood))
(grown coconut palm cage)
(giraffe (6) cage (papaya wood))
(emu (4) cage (carambola wood))
(+grown hazel wood cage+)
(koala (4) cage (papaya wood))
(grizzly bear (6) cage (persimmon wood))
Trader Profit: 62777* Value: 2654* Val
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    [T]
[T]
```

Value: 2654* Value: 65431* Allowed Weight: <1F

Prepared meals traded = 110 Drinks traded = 4,925

We could not send anywhere close to all our food and drink to the mountainhome with the elves due to their limited pack animals. I suggested to the trader that they start growing some wagons. He seemed to take offense to this practical solution. I fear I will never understand their mindset. I was quite pleased with their animal selection however. The two bears and especially the giraffe will be welcome additions to the pastures. The other animals will be slaughtered for the exotic meats.

Trading completed, everyone began hauling excess pots back down to the stockpiles and resuming the various construction projects. Tranquility was not to last much further however.



Something is causing mass panic with the pastures?

```
Citizens (158) Pets/Livestock (263) Others (32)
                                                                                                                                                                                        Dead/Missing (426)
Harpy
                                                                                                                                                                                                                                                                                                                                                                                                                                   Wild Animal
Harpy
Harpy
Giant Hornbill
Reacher
Elk Bird
Elk Bird
Elk Bird
Elk Bird
Elk Bird
                                                                                                                                                                                                                                                                                                                                                                                                                                     Wild Anima.
Wild Anima.
                                                                                                                                                                                                                                                                                                                                                                                                                                   Wild Animal
Merchant
Merchant
  One-humped Camel
Cacame Cacieriÿa, Elf Merchant
                                                                                                                                                                                                                                                                                                                                                                                                                                   Merchant
Merchant
Merchant
Merchant
Merchant
Merchant
Merchant
   Disa Apasiyílo, Elf Merchant
   One-humped Camel
Lulo Raficiimepe, Elf Merchant
 Lulo Raficiimepe, Elf Merchant
Horse
Cethire Aleÿamimale, Elf Merchant
One-humped Camel
Caraca Imereicati, Elf Merchant
Bosa, Ogress
Osta, Ogress
Ago Urarloz, Goblin Crossbowman
Olngo Olngöolo, Goblin Pikeman
Ozud Kutsmobsnab, Goblin Axeman
Gozru ësmorxuspgas, Goblin Recruit
Azstrog Smunstustot, Goblin Crossbowman
Ngokang Axuspnako, Goblin Crossbowman
Tode Zomunes, Goblin Axeman
Gorlak
                                                                                                                                                                                                                                                                                                                                                                                                                                    Merchant
```

the harpies would strike, but they seemed much more interested in flying close enough to cause panic but not to actually attack anything. After a couple days, I requested that the Watch keep an eye out and attack them whenever they could, and sent the melee dwarves back to continue sparring in the barracks. The Watch assured me that they would handle it, and they seem competent enough.

Meanwhile, this happened:



Magma, at last! The warmth and power were a sight for sore eyes. I designated a magma collection area to be dug and an exploratory shaft on the level above to see if the adamantine spire extended upwards. Everyone is so busy as it is with construction that it might take a little while to be completed, but its good to have a plan in place.

Migrants arrived soon thereafter. 27 strong dwarves looking to provide for the empire. The metalsmith was the only one of any significance, but this many dwarves with no stress are a welcome sight and have been put to work.

Spoiler: Migrants (click to show/hide)



As the migrants were getting settled a cheer rose up from the western part of the moat.



One of the harpies had been knocked into the moat by a swift bolt through her wing. The Watch focus fired her down without mercy. Having the corpse in the moat isnt ideal, but it will take quite some time before we can obsidianize it. Something to plan for to be sure. Another harpy was sniped atop the garbage chute shortly afterwards, while the third fled our lands in terror.

With spring winding down, a review of the season's tasks is in order.

Subject 1: Stress

The quarantine improvements have been completed.



The four dwarves with the worst symptoms each have their own wings with a corresponding burrow to encompass both their rooms and the traditional quarantine zone. Animal therapy is a success for most, although having a caged horse in your bedroom seems like it would be a health concern.

Spoiler: Vabok (click to show/hide)

```
"I was near to a caged blue peafowl. I really enjoyed that"

Over the long term, Vabok Sigungoden has been under a great deal of stress. She feels enjoyment after being near to a blue peafowl in a cage. Within the last season, she was interested near her own fine Bed. She was interested near a completely subline Restraint. She was interested near a completely subline Status.

She is catizen of the Old Nets. She was interested near a completely subline Restraint. She was int
```

While not as haggard as some of his fellows in the quarantine, it was good to see Bearskie's sprits up. He is close to snapping out of his funk, although a good rain would probably send him right back into it. Seeing how we are in a rainforest, he will remain in quarantine for additional treatments.

Spoiler: Bearskie (click to show/hide)

"I made a new friend."

"I made a new friend. Within the last station, he felt satisfied while crying on sonebody in charge. He new a sinterested near a plen for a plen friend. He was interested near a fine Soat. He was interested near a plane for a plane for the felt satisfied while crying on sonebody in charge. He felt satisfied while pring at sonebody in charge. He felt satisfied while pring at sonebody in charge. He felt satisfied while pring at sonebody in charge. He felt satisfied while pring at sonebody in charge. He felt satisfied while pring at sonebody in charge. He felt satisfied while pring at sonebody in charge. He felt satisfied while pring at sonebody in charge. He felt satisfied while pring at sonebody in charge. He felt sat

Bearskie announced throughout the fortress that he was throwing a party in the main dining hall to celebrate, then immediately realized that he couldn't actually go to the party. A few dwarves confirmed that they would attend and raise their glasses 'in his honor', but I'm of the opinion that they were looking for an excuse to hang out and drink to excess instead of work.

Subject 2: Clothing & Equipment Issues

I'm pleased to see that the clothing issues have been mostly resolved. One of the Watch is now missing both trousers and armor, which is a symptom of troubling mental issues. I asked May to make a couple more pieces of armor to see if this rectifies the issue. If not, more drastic actions may be required.

Subject 3: Labor Organization

Everyone seems content with their new jobs. Most dwarves are currently employed with construction projects and idler count remains low. Construction is aggravatingly slow on the caravan highway network. Our people keep canceling their road designations due to logs in the way that are reserved for adjacent road sections. It will slowly but surely resolve itself with time.

Subject 4: Military

The new barracks is in place (minus the floor paneling, which will be installed shortly), and armor/weapon production is underway. The draft has not been formally instituted yet, as we are still short on dwarfpower for construction and hauling.

The ground view of the barracks:



One level above:



The ramps allow caravans to travel above the barracks and into the fortress. The bridge is connected to the lever in the southwestern corner of the dining hall (properly notated with the N function), and is to be raised when under attack. This will force the goblins to enter the fortress through the barracks, where they will march single file into our waiting soldiers without the opportunity for enemy bowfire.

Subject 5: Pastures

I'm not going to sit and watch the grass grow. It will happen as it happens.

Subject 6: Medical Science

Unfortunately Kib Domasmorul, who was earmarked to be Patient 1, did not respond as intended to the initial clinical trial. Believed to be a lamentable fluke, minor corrections to the system have been instituted.

This is the resting place of Kib Domasmörul, Fisherdwarf.

Subject 7: Stocks

Soap is now at an acceptable level, but production continues while convenient. Giant Olm tallow has been forbidden for cooking in order to ensure availability. Steel and galena smelting is ongoing. No change in other stock related issues.

Summer is here, and it is time for work to resume. To work we go!

Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!) Post by: Sanctume on December 16, 2015, 01:42:30 pm

Drinking in the Fisher's Guild with the smith Dodok Ostdatan.

"I figure the duke will change his mind about those elves," mutters Sanctume, "Surely the new recruits will use glumprong wood shields for its higher density than other wood, and it's purple!"

Dodok disagrees, "We've got plenty metals, no need for wooden shields."

"Only if they can carry all those weight," countered Sanctume. "Anyway, I like this new overseer. He build us a new barracks. I should have thoughts of that! Anyway, I hope he remembers to give use our private stores of food and drinks." "Mainly drinks really," emphasized Sanctume.

Dodok somberly asks, "Whatever happened to the kid? Datan, I think is his name. He going to be a recruit?"

Sanctume stares at his drink for some time, "it seems like a lifetime ago. It would be a shame if he dies from hunger or starvation being in a place where we give away all our harvest."

Sanctume shakes his head, "the duke and his malicious mind bans me from going ever near."

Dodok ponders aloud, "maybe the Surgeon would defy the duke and act upon compassion unlike your take on duty."

Sanctume remains silent for having this same argument in the past, "perhaps."

Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!)
Post by: Japa on December 16, 2015, 11:00:06 pm

I'd like to take a turn of this, please.

Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!)
Post by: Dolwin on December 18, 2015, 03:26:21 pm

Surgeon's Journal: Dawn of Summer

On the second day of summer, the goblin war horns sounded yet again. Breadbowl was formally under siege. They aren't going to get me us. They aren't going to get us. We are ready for them!

A vile force of darkness has arrived!

I issued the main alert and headed to the northern observation tower to see just how many forces the goblins brought against us this time. The tower was already semi-crowded with curious onlookers when I arrived, and they all seemed quite confused.



Snamoz, Ogre Smunstu, Båx, Ogre Utes, Ogre Bosa, Ogress Ngerxung, Ogre Atu, Ogress Zolak, Ogress Nguslu, Ogress Nguslu, Damsto, Ogress Ngokang, Ögre Bosa, Ögress Bosa, Ögress Smunstu, Ogre Bosa, Ogress Song, Ogress Ngerxung, Ogress Smunstu, Ogre 0gress Stâsost, Azstrog, Ogress Snodub, Ogre Snodub, Ogre
Ngebzo, Ogress
Osnun, Ogre
Nako, Ogre
Nako, Ogress
Gozru, Ogre
Ngerxung, Ogress
Atu Strodnodang, Elf Recruit And Strodnodding, Elf Recruit
Snang Strodnonug, Elf Recruit
Zom Omospnguslu, Elf Recruit
Amxu Strastnasurar, Elf Recruit
Amxu Strodnongûlo, Elf Recruit
Amxu Zomkod, Elf Recruit
Nguslu Zozuspmato, Human Recruit
Estrur Ngomath, Human Recruit

"Whats this? A half-dozen elves, 2 humans, and almost 30 ogres? I hear goblin speech. Where are the goblins?" I asked.

"Looks like the elves and humans are controlling the ogres somehow. I can hear them yelling at the ogres in goblintongue. Perhaps they are abductees that have been converted?" a helpful member of the Watch replied.

"I don't see any weapons among them, so it appears you are right. They must be the ogre handlers. You'd never see more than three or four in a pack in normal circumstances."

"Only one civilian that far out. Is that Mosus? I hope she has her running shoes on"



Mosus Ingizsezuk, Wood Burne "Mosus Ceilingslapped" Overcome by terror!, P

(Mosus is the!)

"Only one elf broke away from the vanguard. If Mosus can outrun him and get into the barracks, we can raise the drawbridge and funnel all the invaders in to their deaths.

We watched Mosus dart between the trees, steadily increasing the distance between herself and her elven pursuer. As she got within a dozen strides of the barracks, the elf lost sight of Mosus and broke off the attack! A mighty cheer went up throughout the crowd and I turned to the nearest runner to make sure the drawbridge was raised as soon as she was safely inside. I was so focused on watching the bridge into the fortress that I didn't notice the cheer taper off, followed by low conversation all around. It wasn't until mass panic broke out that I looked back in utter confusion.



The invaders were gathering their forces between the northern ponds and the moat, which shouldn't induce panic like this. No, this was something else entirely.

"The Harbinger! They brought the Harbinger with them!"

"The prophecy! The founders kept telling us, but we thought it was just a myth!"

"Breadbowl's end is nigh! Not just a horde of ogres, but the Harbinger as well! Everyone, dive into the magma pools, its more humane than the death and destruction that the Harbinger will bring upon us!



I took a closer look, then bolted to the stairwell to block my fellow dwarves from leaving to spread panic to the rest of the fortress. "It's not the Harbinger! Look how the beast is shadowing the ogre pack. They don't even know he's there yet."

Everyone seemed to calm down for a moment to see if I was indeed correct. As the beast closed the distance, the elves with their heightened woodland senses were able to finally grasp where their hunter was and turned to face him in combat.



"See how it's drawing the elves away from the ogres? A master tactician!"

"You can see the bloodthirst in his black eyes. If he's able to kite the fight back to the northwest, he can whittle them down!" "Look, he's doing it! He's got one isolated behind the bunker!"

```
The Elf Recruit punches The Giant Hamster in the lower body with her right hand, bruising the muscle!

The Giant Hamster has become enraged!

The Giant Hamster scratches The Elf Recruit in the lower body, bruising the muscle and bruising the guts through the (\tau troll fur robe\)!

The Elf Recruit looks sick!

The Elf Recruit punches The Giant Hamster in the right rear paw with her left hand, bruising the fat!

The Giant Hamster bites The Elf Recruit in the lower body, bruising the muscle and bruising the guts through the (\tau troll fur robe\)!

The Giant Hamster latches on firmly!

The Giant Hamster bites The Elf Wrestler in the head, tearing the muscle through the (\tau int cave spider silk cap\)!

An artery has been opened by the attack!

The Giant Hamster latches on firmly!

The Giant Hamster shakes The Elf Wrestler around by the head, tearing apart the head's muscle!

An artery in the head has been opened by the attack!
```

"Such ferocity. One elf is down, the other is running scared. Will they regroup and counterattack or lick their wounds and abandon this siege?



(The fleshy square below him is the dead elf. One of the few faults with this graphics pack)

"No, the elves have all turned away from the siege and are focusing on Martyrscribes."



"They cant really do any damage to such a mighty opponent without weapons. Meanwhile, the ogre horde is just sitting there in the moat. Without guidance from their elven masters, they lack the coordination needed to be truly effective. This is our chance!"

I sent both the Shafts of Fortifying and the Earthen Assaults to assemble in the northwest, then move as a solid unit of death towards the ogres near the northernmost tip of the moat. Well, that was the plan at least.... Techno had a slightly different strategy in mind.



"FOR ARMOK!!!" With a bloodthirsty cry, Techno waded into the beard-high waters of the moat to engage four ogres to combat simultaneously. The rest of the military wisely stuck to the original plan and skirted the northern pond to clash with the rest of the ogres while remaining on solid ground.



Sanctume lead the charge with his trusty mace by his side, followed soon thereafter by the rest of our forces. The ogres were scrambling to emerge from the moat, but could only do so two or three at a time. Our peerless heroes danced and weaved between them, dealing death and dismemberment with every strike! What a glorious sight to behold. The goblins would surely be quaking in fear, if they have sent any to face us that is.



With the main ogre horde vanquished, our military rushed to the northeast to face off against the elves and humans. Already exhausted from their battle against Martyrscribes, the elves and humans were blown away without any effort. All that remained was Matryscribes himself. Cut and bruised, his dark black eyes gazed at our military, ready to defend himself once more should the situation call for it. While I was too far from the battlefield to be sure, I could have sworn I saw our lads simply nod and turn away towards Techno's battle in the moat.



One ogre was already down and Techno was still going strong, or as strong as one could go while neck deep in muddy water. When the reinforcements arrived, the remaining 3 ogres were cut down and Taupe himself helped drag Techno out of the water.

"Did you see that? I took on four ogres at once! I took one out and the rest couldnt even lay a finger on me!"

With a glance over the carnage the rest of the military had dished out, Taupe shook his head with a grin, clapped Techno on the shoulder and said "This calls for some booze."



With that, the summer siege of Breadbowl was lifted. All enemies slain or captured, no injuries to our side, and Martyrscribes left our lands and now roams the world. May our enemies quake in fear!

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on December 18, 2015, 05:30:59 pm

Quote from: QuQuasar on September 24, 2015, 03:57:54 am

... As creepy as all that is, however, it pales in comparison to SQman's greatest crime as overseer. I almost missed it, for it is subtle, but in the long run it will surely doom the entire fort.

Rurast take us all. We thought we could control them... train them. Our very minds have been infiltrated, and now the wheels are turning. Wheels within wheels.



Wheels within hamster wheels.

The downfall of Breadbowl has begun, ladies and gentlemen.

Quote from: QuQuasar on October 04, 2015, 12:21:32 am

Quote from: Urist McVoyager on October 03, 2015, 08:34:47 pm

How big is a giant hamster, really?

Bigger than a grizzly bear, smaller than a tiger. More cunning and predatory than both put together.

Quote from: QuQuasar on October 12, 2015, 02:18:16 am

Quote

[image]

My god. There's three of them in one pen, and the animals and dwarves are already exhibiting erratic mental symptoms in the local area. All the proof is there, for those willing to see it...

The hive is forming.

It's only a matter of time now.

...

Quote from: QuQuasar on October 26, 2015, 09:44:17 pm

Quote from: Bearskie on October 26, 2015, 08:54:31 pm

You know, some would say you live on in the bottom of our hearts an ocean pool. Welcome back:)

Speaking of which, where is Quasar?

I am here. I have been carefully crafting PM's to manipulate Breadbowl from the shadows, like a hamster.

Or a ninia.

Or a ninia werehamster.

Quote from: Dolwin on December 18, 2015, 03:26:21 pm

Surgeon's Journal: Dawn of Summer

"No, the elves have all turned away from the siege and are focusing on Martyrscribes."

Sanctume muses, "Has this prophecy by our Mayor Quasar come true?

Of my last recollection of the three great hamster inside Breadbowl, two were free roaming the great halls.

I do wonder if Commander Taupe finds all this amusing.

Armok forbid if this starts some kind of cult."

Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!)
Post by: Taupe on December 18, 2015, 10:35:46 pm

t by. Taupe on December 16, 2015, 10.55.40 pm

I would like to resign and be transfered to... I dunno... my own isolated, sealed mining operation?

Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!)

Post by: **Dolwin** on **December 20, 2015, 01:15:02 am**

Surgeon's Journal: Summer's End

With the ogre menace vanquished, I assumed that we would return to business as usual. It did not take long to prove just how wrong I was.

Moments after the all clear had sounded from the end of the siege, the alarm rang forth once more. Looking around, I saw no enemies in the direction everyone was pointing. No, I saw something much worse...



cashew wood Road profane smoke Dense Dry dropseed grass

A cloud of foul green smoke the likes of which I have never laid eyes upon. I don't know if its a horrid cloud born from the Hill of Death or the exhaust from goblin war machines starting up, but it couldn't mean anything beneficial for us.

"Get inside, barricade the doors! Try not to breathe much until you are all safely underground where it's safe!"

Normally I would be the last one on the surface to make sure everyone made it in safely, but smoke cares not for dwarven steel. The folks trapped in the smithy said the smoke came within a few feet of their building before evaporating. Thankfully, no one breathed it in and a crisis was averted. The morale hit was palpable however, as no one wanted to see what effects such monstrous vapors would inflict upon us. Seeing a small silver lining in all this, I crossed the courtyard to speak with the Duke as he emerged to gaze westward with the rest of us.

"Duke Gwolfski, the smoke to the west means I can hold my peace no longer. While I commend your pursuit of scientific knowledge, there is nothing good that can come from exposing the Wild Child in that bunker to such forces. Even before now, there have been signs of psychological damage present. He spends most of his time barking back and forth with the dogs that were chained below him, and then has seen 4 of them slaughtered before his eyes during the sieges. We need to dismantle it and assimilate him back into the fortress."

The Duke simply nodded; his thoughts could have been with the child or more personal apprehension of the smoke. Only he could say, and I would not dare to pry. Regardless, there was more work to be done. When the all-clear sounded for the second time this week, everyone snapped back into action. Work cannot wait forever after all.

Erush Bukètlolor, Gem Setter is taken by a fey mood!

₹

Erush, a migrant from the spring, was driven by forces unknown to craft yet another masterpiece for the fortress. He compiled a list and began scurrying about gathering materials, so I turned my focus elsewhere while waiting for him to begin construction. This time, it was down to the depths. The magma collection had begun and I wanted to check it over firsthand.



The northern bridge had been lowered, allowing the chamber to flood with magma. Once fully filled, the northern bridge would be raised and the eastern bridge lowered, leaving behind a dozen minecarts full of magma for us to use as we see fit. I grinned with anticipation and headed back up to the surface, where another sight waited for me.

Some migrants have arrived.

Spoiler: Migrants (click to show/hide) Arrived in the Summer of the year 241 (11) Cerol Zefonokol Datan Mafolobok 9 Edem Gusilineth Goden Febîbmat Kol Gusiladril Likot Tobulnëlas Litast Alåthlektad Logem Stukosvathsith Sakzul Îmäzmeng Stukos Tiristmeng . . .

11 more able bodies ready to work, plus the usual assortment of children and pets. Most began pitching in with the usual hauling and construction tasks that have been keeping us so busy. A small pack broke away and immediately began fishing however. With the overabundance of food and how badly we needed to finish the caravan highway, I forbade them from continuing after the first catch and set them to more productive endeavors.



On a positive note, our finest mechanic finally recovered from his corpse hauling trauma and was released from quarantine. With a promise not to make him haul corpses or refuse again, he was cleared to resume all his normal jobs around the fort. I raised a mug in his honor, and am looking forward to raising a few more soon. 3 others appear to be close to ready for work again; another season or so should do it.

The next month seemed to fly by as work continued to progress. The caravan highway was finally completed, although the humans never made their annual trip. Undoubtedly the ogre siege is to blame. I do worry that the dwarven caravan will not be able to haul all of our food and drink though. We shall see.

A cheer rang forth throughout the dining hall when Erush emerged holding a magnificent ruby earring.

Erush Bukètlolor, Gem Setter has created Tatekrúbal, a ruby earring!

Spoiler: The Acrid Gills (click to show/hide)

FPS: 100 (49)

Tatekrúbal, "The Acrid Gills", a ruby earring

Weight: <1r

Basic Value: 166800*

This is a ruby earring. All craftsdwarfship is of the highest quality. It is encrusted with oval cut rubies, decorated with elk bird bone and wild boar leather and encircled with bands of point cut rubies and round galena cabochons. This object menaces with spikes of galena, giant hamster bone and rock salt. On the item is an image of barn owls in lychee wood. On the item is an image of hags of shadow in zinc.

The image of Shadow Hags was rather ominous in the blood red stone, but no one could deny its splendor. A fine addition to our treasure vaults. (Note to self, construct a treasure vault.)

With the season winding down, it's time to review my original tasklist to see how things are progressing.

Subject 1: Stress

We have had one dwarf graduate from quarantine, and several others are close to following suit. A somewhat troubling note is the fact that quarantine was lifted when the civilian alert was in place. While they enjoyed spending time in the dining hall with the others and admiring the well, the repeated exposure to rainfall made the situation slightly worse than it had been previously. Quarantine is up and running again and things continue to progress.

Subject 2: Clothing & Equipment Issues

Dwarves are starting to complain slightly about worn clothing. We have an abundance of silk webbing being gathered, so a couple rounds of silk clothing have been requested.

Subject 3: Labor Organization

I'm going to mark this as officially resolved for the remainder my tenure as overseer.

Subject 4: Military

With the latest migration wave to supplement the work force, the draft was officially enacted. We seem to be short a few flasks, but have

enough equipment otherwise. A few flasks have been ordered, as well as some bronze bolts for the Watch.

Subject 5: Pastures

The donkey pasture was grazed down to clay during the summer and some minor fights broke out for the last remaining patches of grass. I marked 3 for slaughter and assigned the rest to the old Yak pasture. Pastureland will continue being an issue unless the entire system is expanded. Farming is far from my expertise however, so I don't know if I will address this sufficiently or if it will fall to my replacement.

Subject 6: Medical Science

Datan Mafolobok was selected for the next trial run of the system. Unfortunately, there were no adverse effects at all. Either Datan is of sturdier stuff than Kib was, another fluke in the trial, or the modifications made in the late spring are to blame. Another trial for Datan has been scheduled once the system is reset to verify.

Subject 7: Stocks

We had a dozen bars of soap at the start of the year, and I have had 30 more crafted during my stewardship. Somehow we have less than 10 on hand. My fellow dwarves must be taking quite a few baths. 30 more bars have been requested as we really need to get more of a surplus available.

The Duke required no less than a dozen steel axes made during the summer months, yet steel stocks are still slowly rising. A fine tribute to those of the Smithing caste.

Since the human caravan did not arrive, leather remains critically low. Hopefully the dwarven caravan supplies us with sufficient amounts.

Thus stands Breadbowl on the dawn of the first day of autumn. Yet chaos will not leave us be it seems.

A cloud of profane smoke has drifted nearby!

This time to the north, and one of our dwarves is hunting nearby...

Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!)
Post by: TheBiggerFish on December 20, 2015, 01:19:29 am

((What does the smoke do, by the way? Or is this the fort where it doesn't?))

Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!)

Post by: **Bearskie** on **December 20, 2015, 01:44:42 am**

((It gives you a nice nap.))

"Crud this", growled Bearskie as he paced around the Happy burrow. "I don't need no damn therapy. Blame those damn idiots who keep on gettin' on me nerves."

He glared at the tin statue of mayor Quasar striking a heroic pose in the room's centre. "What yer looking at? Think it's funny, don't you Quas?"

Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!)

Post by: **Dolwin** on **December 20, 2015, 02:39:51 am**

(Apologies to Sanctume, I totally forgot that he found out what the smoke does already. Sorry man!)

Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!)

Post by: **Taupe** on **December 20, 2015, 10:40:51 am**

Quote from: TheBiggerFish on December 20, 2015, 01:19:29 am

((What does the smoke do, by the way? Or is this the fort where it doesn't?))

Nothing that remotedly compares to a hamster...

Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!)

Post by: **Sanctume** on **December 20, 2015, 12:30:33 pm**

Quote from: Dolwin on December 20, 2015, 02:39:51 am

(Apologies to Sanctume, I totally forgot that he found out what the smoke does already. Sorry man!)

No apologies needed, good Sir. I merely reported my observations when the Duke and a few citizens was succumb by the profane smoke that resulted in them sleeping where they fell for a couple of days.

Datan 'Wild Child' who is sequestered in the Little House of the Jungle would have been exposed to that profane smoke for about one year this autumn.

If I recall correctly, he will turn 12 around the month of Obsidian next year. If he is released from his bunker early, may I request to house him on the third floor apartments near Sanctume, and recruit him to a squad for training as soon as his name-day to adulthood is reached.

Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!)

Post by: ToniK on December 21, 2015, 09:21:25 am

So what's the policy on newbie overseers?

Breadbowl got me inspired to really take a look at this game, and I've spent the past couple weeks fiddling around- I know my way around at this point and am willing to give it a try if you're willing to have me!

(Doing a mini-succession fort with my friends off-forum as well, just to get a feel for things. The first death was totally not my fault. I mean it. Really. Not my fault they hadn't found the body by the time I handed it over.)

Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!)

Post by: Sanctume on December 21, 2015, 10:54:24 am

Breadbowl was my first community fort, and these guys in the community forts inspire me to join in as well. I observe that they are quite welcoming to both veterans, lurkers, and new players.

It is quite fun to share a single player game, tell stories of how my session went, and have the readers hook their interests with their

dwarves to the events of the fort and the world-gen's history as well.

I think the rules in page 1 is fairly straight forward, and does give a goal/target. The sieges we get for a v40 is a bonus.

Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!)

Post by: **ToniK** on **December 21, 2015, 11:21:20 am**

Indeed! It looks super fun; should I PM Quasar or is posting here enough?

[Also, can I be Dorfed as a medic? Gin and tonic are clearly the cure-all.]

Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!)

Post by: **Bearskie** on **December 21, 2015, 12:01:07 pm**

Breadbowl's a nice place.

Like Quasar said, dwarfs don't die in the hallways like they do in other succession forts, so we wile away our time by telling stories in general. It's relaxing to play a fort where you can focus more on enhancing the fort rather than keeping the little buggers alive. The emergent narrative that's risen so far has proven to be a pleasant surprise.

At the same time there is the potential for loss - we're not 100% sterile - and when the deaths come, they are sudden and shocking. The death of Psycho, SQman, and retconned MURDER-MY-OWN-DAUGHTER-Sanctume to name a few examples.

I like it that Breadbowl has this balance. :) We're practically training ground material.

Quote from: Dolwin on December 16, 2015, 12:39:06 pm

Subject 6: Medical Science

Unfortunately Kib Domasmorul, who was earmarked to be Patient 1, did not respond as intended to the initial clinical trial. Believed to be a lamentable fluke, minor corrections to the system have been instituted.

This is the resting place of Kib Domasmörul, Fisherdwarf.

Wait, are we ever going to find out what is this about? Uhh... doc?

Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!)

Post by: **Sanctume** on **December 21, 2015, 12:29:46 pm**

Quote from: Bearskie on December 21, 2015, 12:01:07 pm

Quote from: Dolwin on December 16, 2015, 12:39:06 pm

Subject 6: Medical Science

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From what I understood, this is the first casualty from depression which is why Dolwin expanded the Happy Place?

If not, then I'm very interested if we have a mad scientist establishing a practice in Breadbowl!

Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!)

Post by: **Dolwin** on **December 21, 2015, 04:07:13 pm**

Quote from: Sanctume on December 21, 2015, 12:29:46 pm

Quote from: Bearskie on December 21, 2015, 12:01:07 pm

Quote from: Dolwin on December 16, 2015, 12:39:06 pm

Subject 6: Medical Science

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If not, then I'm very interested if we have a mad scientist establishing a practice in Breadbowl!

Research methods are often misunderstood by those outside the medical fields. As such, details of the training system remain sealed by order of the Overseer.

((Autumn should be posted tomorrow. I accidentally resized the window and caused a crash, so I have to redo everything tonight.))

Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!)

Post by: Nikow on December 22, 2015, 01:25:02 am

Post to watch.

Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!)

Post by: Shûl-nak on December 22, 2015, 01:38:34 pm

Thought I'd check in on DF's progress, and then stayed up all night reading through the Breadbowl saga. I even felt obliged to break lurker status and post. Well done to all the overseers, it's been an entertaining read!

As others have said, it makes a pleasant change of pace to other community forts. The eerily quiet dragonhills are a nice lurking threat in the narrative, though. Things could still get !!FUN!! fast.

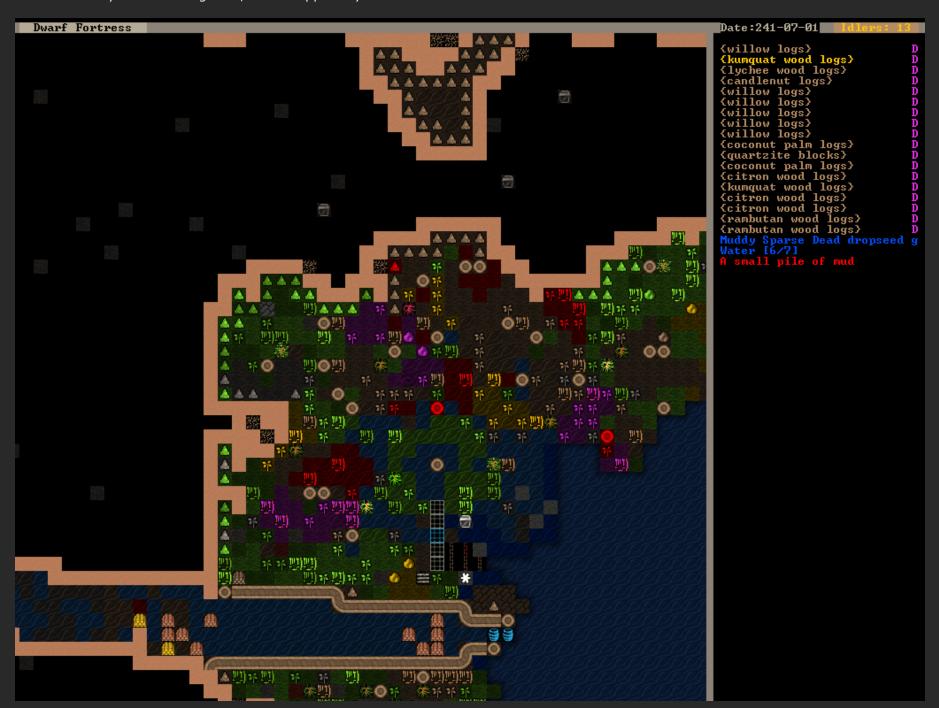
I'd love a crack at overseership. And please dorf me as whatever dwarf has the highest 'biting' skill... I think Breadbowl's emphasis on food should also be reflected in their fighting style, no?

If none are available, just put me down as a butcher/tanner/bonecarver type. I do like to indulge my morbid streak.

Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!)
Post by: Dolwin on December 22, 2015, 03:47:59 pm

Surgeon's Journal: Autumn

Our hunter skillfully avoided the foul green smoke, so that was one mini-crisis avoided. Captain Sanctume dropped by shortly afterwards and reminded me of the sole symptom of the smoke that knocks you unconscious for a brief period. Since no one had ever been admitted to my ward for diagnosis, it had slipped my mind.



First order of business for the Autumn was to drain the moat. Several ogre corpses are floating around and would cause issues down the road, as well as how long it delayed the resolution of the siege we had in the summer while everyone waded through the moat instead of pathing into the barracks. Quite a few items in the moat had previously been marked for dumping, so I had to reassign the designations for all useful items we could recover to prevent unnecessary losses.



The various quarries we have dug out have quite a few spider webs accumulating in them, so I released those dwarves in the quarrantine that felt back to normal and allowed them to resume their normal jobs, as well as web collection. I reserved the 3 looms here for our best weavers to create masterwork cloth, while the others solely collected the raw materials.



On a happier note, Lor's body was given back to Armok by encasing it in obsidian. With the aquifer water purified, the second well was reopened. No more waiting in line for baths or fetching water.



'Sanctume' Olinlelum Nökorost, First Mace Lord has bestowed the name Shadmalanban upon a bitter orange wood shield!

Sanctume finally decided on a name for his shield and rushed to show it off to everyone. Confuselathers he calls it; why that name is still a mystery to me. While he was pointing out the finer parts of its craftsmanship, he reminded me that the Wild Child was tabbed for military service once he comes of age, and should have a bedroom near his. This request was sensible enough and easily granted.



Current Owner: 'Wild Child' Giginfath

Perhaps due to the failed invasion earlier, the goblin's decided to try a different tactic.

A goblin diplomat from Behal Rusna has arrived.

Anig Sheñeeko: Greetings, noble dwarf. There is much to discuss.

It's such a pleasant place you've carved out for yourselves...

Anig Sheñeeko: It has been an honor, noble 'Gwolfski' Uristirtir. I bid you farewell.

When the goblin bastard was strolling out, he couldnt help but brag of their evil deeds.

Spoiler: Bragging (click to show/hide)

apped from the site by Eslone Shoresculpted. Many years ago Gognav Bunchmeal was kidnapped from the site by Ngon Spittlemaligned the Famous Lyrics. Ite Nightnapres. Months ago refugees calling these last the Changes of the State of State of the State of S

I know diplomacy will never lead us anywhere with them. They are going to keep coming and coming for me us. We must prepare and keep vigilant.

Shortly thereafter, the dwarven caravan and liason arrived. I was quite pleased to see the new barracks depot entrance working as intended.



Unfortunately, the caravan wasn't the only new arrival to Breadbowl. A sinister hum resonating through the first cavern announced a visitor.

Forgotten Beast Dogekul has come! A gigantic scaly

I had the citizenry start hauling our foodstocks to the depot and asked the Assaults and Shafts assemble by the door leading to the caverns. Once he came close enough, LordBrassroast lead the charge to engage the mighty beast.

```
Shfts of Frtfyn Kll Dg
Dorfed Civilians
UIP Civilians
Civilians (Planters)
Civilians (Fish)
Civilians (Farm)
Civilians (Farm)
Civilians (Farm II)
a
b
                                                                                                        10
       Earthen Assalts
```

After a short but fierce battle, the bee lay lifeless on the cavern floor.

```
The Forgotten Beast misses The Lord B Spear!
The Lord B Spear stabs The Forgotten Beast in the right third foot with
her *steel spear*, tearing the muscle!
A ligament has been torn and a tendon has been torn!
The *steel spear* has lodged firmly in the wound!
The Lord B Spear pulls on the embedded *steel spear*.

The Lord B Spear bashes The Forgotten Beast in the left second foot with the shaft of her *steel spear*, fracturing the chitin!
 The Lord B Spear stabs The Forgotten Beast in the right first foot with
her *steel spear*, tearing the muscle!
A ligament has been torn and a tendon has been torn!
The *steel spear* has lodged firmly in the wound!
 The Lord B Spear pulls on the embedded *steel spear*.
 The Lord B Spear stabs The Forgotten Beast in the right third leg with her *steel spear*, tearing the muscle!
 A ligament has been torn and a tendon has been torn!
            Forgotten Beast charges at The Lord B Spear!
Forgotten Beast collides with The Lord B Spear!
Lord B Spear is knocked over and tumbles backward!
The Lord B Spear stabs The Forgotten Beast in the thorax with her *steel spear*, tearing the muscle!
The Forgotten Beast misses The Lord B Spear!

The Alexis Sword stabs The Forgotten Beast in the thorax with her *steel short sword*, tearing the muscle!

The Lord B Spear bites The Forgotten Beast in the abdomen, chipping the chitin and bruising the fat!

The Lord B Spear latches on firmly!

The Forgotten Beast breaks the grip of The Lord B Spear's upper front teeth on The Forgotten Beast's abdomen.

The Alexis Sword slashes The Forgotten Beast in the thorax with her *steel short sword*, fracturing the chitin!

The Forgotten Beast attacks The Murky Ave but She scrambles away!
 The Lord B Spear stabs The Forgotten Beast in the right second foot with
her *steel spear*, tearing the muscle!
A ligament has been torn and a tendon has been torn!
The Forgotten Beast falls over.
The Forgotten Beast misses The Lord B Spear!
The Wrestler stabs The Forgotten Beast in the left second leg with her steel spears, tearing the fat!
A ligament has been torn and a tendon has been torn!
The Alexis Sword slashes The Forgotten Beast in the abdomen with her *steel short sword*, fracturing the chitin!
The Lord B Spear stabs The Forgotten Beast in the abdomen with her *steel spear*, tearing the muscle!
A ligament has been torn and a tendon has been torn!
The *steel spear* has lodged firmly in the wound!
The Commander scratches The Forgotten Beast in the head, chipping the chitin and bruising the muscle and bruising the brain!
```

No one wanted to claim credit for the kill; they said it was a team effort. Regardless, the caverns were safe once more. Given the astounding number of webs reported therein, I left the caverns open for web collection and corpse retrieval.

Meanwhile, the food and drink were finally finished hauling to the depot.

Spoiler: Trade Screen (click to show/hide)

```
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bars)
trum bars)
trum bars)
e pewter bars)
e gold bars)
tze bars)
tze bars)
tlash)
auth bars)
tling silver bars)
       coal)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    =
vood>>
                                  cks)
View good, Enter: Mark for trade
ift+Enter: Mark all goods for trade
Seize marked, t: Trade
```

The total output was 8376 Prepared Meals and 2023 Drinks. We took all the stone, bars, leather, and cloth from the caravan. Most disappointingly, they did not bring a single bag of gypsum plaster. We will be extremely short of supply on casts until the next caravan

comes. The abundance of leather was a nice touch, and May has been put to work crafting more clothing for the citizens.

Quasar's meeting with the dwarven diplomat was considered a success in my books.

```
Fath Likotoslan: I am your liaison from the Mountainhomes. Let's discuss your situation.
```

```
The world is the same as ever.
   Bobcat Leather
  Loon Leather
Loon Leather
White Stork Leather
Giant Flying Squirrel Leather
Giant Moose Leather
Moose Leather
Giant Emu Leather
 Dwarven Wheat Flour
Dwarven Sugar
Dimple Dye
  Gypsum Plaster
 Iron Bars
Gold Bars
                                                                                  00000
Silver Bars
Copper Bars
Nickel Bars
Zinc Bars
Bronze Bars
Brass Bars
Steel Bars
Pig Iron Bars
Platinum Bars
                                                                                  0 i
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 Electrum Bars
 Tin Bars
Fine Pewter Bars
Frifle Pewter Bars
Lay Pewter Bars
Lead Bars
Silver Nuggets
Malachite
Galena
Sphalerite
                                                                                 0;
0;
0;
0;
Cassiterite
Bituminous Coal
                                                                                 ŏ:
Lignite
Platinum Nuggets
Cinnabar
Cobaltite
                                                                                 01
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Tetrahedrite
Horn Silver
                                                                                 ŏ
Gypsum
Jet
Puddingstone
Petrified Wood
                                                                                 ŏ
                                                                                 01
Graphite
Fath Likotoslan: Farewell, 'Quasar' Ustutharkim. I look forward to our meeting next year. Our fortunes rise and fall together.
```

Dig iron hars, stool hars, row platinum, some specialty leather, and gypsum plaster were ordered. Everything also is easily obtainable

Pig iron bars, steel bars, raw platinum, some specialty leather, and gypsum plaster were ordered. Everything else is easily obtainable with our natural resources on hand. The diplomat seemed pleased with the overall output of food and drink, yet reminded us just how far away from our expected output it was. Regardless, we are making progress and that is what counts in my book.



A small cheer went up as the magma was finally dumped into the refuse pit, allowing permanent removal of all unwanted items. No more accumulation of stress due to corpse piles! With this, the haulers were sent out to collect all the ogre corpses and begin the cleansing process. Yet this joy was quickly forgotten, for on the horizon came a sight that the people would not soon forget.

```
Rhinoceros, & A Not Tame
Not Tame
Not Tame
```

I find it ironic that out of all of the changes to Breadbowl during my tenure, for better or worse, that this will be what my stewardship is remembered for. Rhinos provide a substantial amount of meat when butchered, and breeding them will do wonders for our prepared meal output.

```
'Murky' Astanan, Murky Axe has bestowed the name Nol Étol upon a iron battle axe!
```

Not to be outdone, Murky had finally settled on a name for his axe. The Tongue of Passes. It's probably for the best that I not ask him why.

Dwarven life is never short on strife for long however. Eshtan, one of our new woodcutter migrants, was gathering up skeletons in the second cavern for incineration when he was cornered by a group of molemarians. I had ordered the Watch and the Shafts into the caverns for support when they were first sighted, but the distance was vast.



Unfortunately, none would arrive in time to save poor Eshtan.

Usensemor, Molemarian "Helpunites" P

Helpunites and his 2 molemarian brethren must die, no mercy!



Likot of the Watch was the first to engange, and held them off while the Shafts approached to reinforce. Likot took a bit of a beating, but all the molemarians were vanquished.



A silver lining to the tragedy: a giant cave spider was engaged in a battle with a giant olm, then wandered into one of the cages in the caverns immediately after the battle. This will be a boon to our silk industry and should eliminate the need for us to remain in the caverns.



Autumn has come to an end while I wait for Likot to arrive in the hospital. My thoughts lie with Eshtan and his encounter with the molemarians. It could have been any of us in his shoes. Threats to me us can come from all directions. Renewed vigilance is called for; they will not get me. No one will!

Subject 1: Stress

Only 4 dwarves remain in quarantine. Bearskie in particular was most pleased to return and has attended 2 parties already this season. With the magma refuse chute, accumulated stress due to corpses should diminish over time.

Subject 2: Clothing & Equipment Issues

Silk and leather clothing production continues. The GCS will require a constructed collection pen, which should be finished in early winter.

Subject 3: Military

Bolt stocks are low and being resupplied. The recruits are responding well to the new training regiment and will be quite proficient fighters by the time the goblins strike again.

Subject 4: Pastures



The giraffe grazed its pasture down to clay by the end of the season and has been relocated to a larger pasture. Rhinos are ravenous creatures and will require a huge pastureland soon. A new set of pasture designations will be necessary in the immediate future.

Subject 5: Medical Science

Datan underwent the clinical trial once more with minimal results. The modifications to the system will be completed in early winter and improved results are expected soon.

Subject 6: Stocks

Soap supplies continue to rise. One more set of 30 bars should suffice for quite some time. Leather is in sufficient quantities now, so the only really critical issue that remains is gypsum plaster. With no natural gypsum available to us, the only option is waiting on the caravan next autumn.

Winter is upon us and my tenure as overseer will soon be at an end. Hopefully I can accomplish the remaining plans I have in this timeframe, but time waits for no dwarf. Regardless, safety precautions must be put in place. I We will not be subdued!

Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!) Post by: Taupe on December 22, 2015, 04:24:18 pm

I like how the combat log against the forgotten beast ends with "The commander scratches the forgotten beast in the head, fracturing the chiting and bruising the brain". That's his entire contribution to the fight. He just showed up at the very end and... bitchslapped the monster to death. That's not the first foe he vanquishes this way. I guess at this point his battlecry is simply "Bitch, please."

Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!) Post by: Sanctume on December 22, 2015, 05:03:01 pm

[ooc]

Great update Dolwin!

I forgot who has "The Wrestler" profession name--was it Olon or Obbok? He was the one who helped SQMan against the troll Zolak.

Looking at the pasture, I remember I had to construct floors on the growing sapplings, some under a roof which is bad for this version. It looks like there are few more starting to grow. And at the same time, those floors should be deconstructed so moss will grow back.

And a GCS would be nice to set some webbed cages in the future. Are rhinos war trainable?

I forgot to add:

I lol at the obsidian casting. Won't it be epic if said drown baby Lor that is obsidianized have engraving of its story on it?

[/ooc]

Holy beards, 8376 Prepared Meals prepared meals! That's over ten percent of the adjusted sixty thousand meals the king mandated.

Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!) Post by: Dolwin on December 22, 2015, 05:35:08 pm

Quote from: Sanctume on December 22, 2015, 05:03:01 pm

I forgot who has "The Wrestler" profession name--was it Olon or Obbok? He was the one who helped SQMan against the troll Zolak.

Looking at the pasture, I remember I had to construct floors on the growing sapplings, some under a roof which is bad for this version. It looks like there are few more starting to grow. And at the same time, those floors should be deconstructed so moss will grow back.

Most of the new recruits are wrestlers, since the demonstrations are usually things other than weapon demonstrations. They will get the proper tags once they start sparring a bit. As for the constructed flooring, I assumed they were rocks that had been smoothed over. I'll deconstruct those. Dirt roads work much better than constructed floors in pastures though. They will naturally revert to grassland on their own. I already did a round of dirt road construction once, but its time for it again apparently.

I'll be out of town for the holidays starting tomorrow. I'll be back late Sunday and will probably wrap up my turn by next Tuesday the 29th or so.

Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!)

Post by: Bearskie on December 23, 2015, 05:25:05 am

Dolwin just exported nearly as much prepared meals as the past 5 overseers combined. Bloody hell.

Welp, at least I still have my drinks record intact.

Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!)

Post by: Sanctume on December 23, 2015, 10:49:59 am

Quote from: Dolwin on December 22, 2015, 03:47:59 pm

Surgeon's Journal: Autumn

First order of business for the Autumn was to drain the moat. Several ogre corpses are floating around and would cause issues down the road, as well as how long it delayed the resolution of the siege we had in the summer while everyone waded through the moat instead of pathing into the barracks. Quite a few items in the moat had previously been marked for dumping, so I had to reassign the designations for all useful items we could recover to prevent unnecessary losses.

Dolowin, if the pump power plants on both the West and North are is still operational, they (2 bridge atom smasher/drain pump stopper in the moat) can be used to drain the moat also.

Quote from: Sanctume on October 13, 2015, 10:26:14 pm

Mandate #9 Subcommittee: Moat Drain Project

* 1

Goal: Provide a means to drain moat in the most efficient method. Goal: Provides solution to mandate #7 Corpse Duty Services

Goal: Provides solution to mandate #8 Moat Clearance Services

(completed) Construct Power Plant

(completed) Construct Draining Function

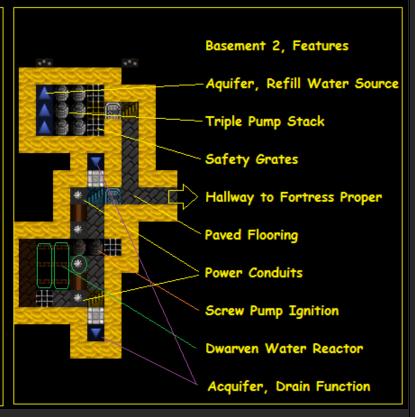
(completed) Construct Refill Function

(completed) Construct Housing Unit









Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!)
Post by: ToniK on December 23, 2015, 10:57:46 am

Really only one thing I can say to all this, sans the plural-



Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!) Post by: DDDragoni on December 23, 2015, 12:31:53 pm

This was a fantastic read! Could I perchance get a turn and a dwarf? No particular preference.

Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!) Post by: Sanctume on December 23, 2015, 12:57:38 pm

QuQuasar, we have volunteers overseers! Dolwin, and some dorfing request

Overseer List / Dorf Requests

- 1. Zuglarkun
- 2. Japa
- 3. ToniK
- 4. Shûl-nak
- 5. DDDragoni
- 6. Gwolfski

<u>Spoiler: Quotes</u> (click to show/hide)

Quote from: Zuglarkun on December 15, 2015, 11:37:27 pm

Might I get a turn and dorf down the line?

Quote from: Japa on December 16, 2015, 11:00:06 pm

I'd like to take a turn of this, please.

Quote from: ToniK on December 21, 2015, 11:21:20 am

Indeed! It looks super fun; should I PM Quasar or is posting here enough?

[Also, can I be Dorfed as a medic? Gin and tonic are clearly the cure-all.]

Quote from: Shûl-nak on December 22, 2015, 01:38:34 pm

Thought I'd check in on DF's progress, and then stayed up all night reading through the Breadbowl saga. I even felt obliged to break lurker status and post. Well done to all the overseers, it's been an entertaining read!

As others have said, it makes a pleasant change of pace to other community forts. The eerily quiet dragonhills are a nice lurking threat in the narrative, though. Things could still

I'd love a crack at overseership. And please dorf me as whatever dwarf has the highest 'biting' skill... I think Breadbowl's emphasis on food should also be reflected in their fighting style, no?

If none are available, just put me down as a butcher/tanner/bonecarver type. I do like to indulge my morbid streak

Quote from: DDDragoni on December 23, 2015, 12:31:53 pm

This was a fantastic read! Could Ipoerchance get a turn and a dwarf? No particular preference.

Quote from: Gwolfski on December 23, 2015, 02:04:52 pm

sure, stick me on the list.

Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!)

Post by: Gwolfski on December 23, 2015, 02:04:52 pm

sure, stick me on the list.

Title: Re: Breadbowl: a Succession Farm [40.24]

Post by: QuQuasar on December 26, 2015, 07:48:28 am

Perhaps in retaliation, the diplomat then went on the longest rendition of recent elven history imaginable.

Spoiler: We don't really care about this (click to show/hide)

We might do so sooner or later. The Hell of Emancipating continue their march. Looks like the Lucid Fragrances have lost 3 more sites to them. I actually feel kind of sorry for the poor bastards: they share land with the gobbo's, so they're being hit hardest.

Mutkugusno, Giant Hamster

"Martyrscribes

Enraged at all enemies!

[stares]

Ph'nglui mglw'nafh Mutkugusno R'lyeh wgah'nagl fhtagn

Ph'nglui mglw'nafh Mutkugusno R'lyeh wgah'nagl fhtagn

Ph'nglui mglw'nafh Mutkugusno R'lyeh wgah'nagl fhtagn

Iä! Iä! Shub-Mutkugusno!

All that remained was Matryscribes himself. Cut and bruised, his dark black eyes gazed at our military, ready to defend himself once more should the situation call for it. While I was too far from the battlefield to be sure, I could have sworn I saw our lads simply nod and turn away towards Techno's battle in the moat.

I do not know whether it was prudence that kept the militia from attacking the beast, shared respect for it's martial prowess, or simply the fact that Taupe freezes up whenever one of our trained hamsters looks at him. I can't imagine he reacted well to being assessed by a Hamster Lord in it's wild habitat.

Either way, good call. Fucking good call. They tolerate us, for now. Perhaps they find us amusing, or merely beneath their notice. But I dread to think what they would do to us if we made ourselves their enemies.

A cheer rang forth throughout the dining hall when Erush emerged holding a magnificent ruby earring.

Spoiler: The Acrid Gills (click to show/hide)

"It menaces with spikes of giant hamster bone."

FOR THE LOVE OF ARMOK NOBODY PUT THAT EARRING ON!

Datan Mafolobok was selected for the next trial run of the system. Unfortunately, there were no adverse effects at all. Either Datan is of sturdier stuff than Kib was, another fluke in the trial, or the modifications made in the late spring are to blame. Another trial for Datan has been scheduled once the system is reset to verify.

I think I'm getting my dwarf!me's mixed up. The dwarf me from Icehold, the Professor, heartily approves of your scientific efforts. Unfortunately, he's in another universe.

The dwarf me from Breadbowl, the Iron Chef/Mayor, on the other hand, is concerned and suspicious to find that people are hiding things from her in Breadbowl, and thinks she and her respect-knife need to come to your office for a little chat...

Ouote

On a happier note, Lor's body was given back to Armok by encasing it in obsidian. With the aquifer water purified, the second well was reopened. No more waiting in line for baths or fetching water.

Spoiler: Something like this (click to show/hide)

Oh that's beautiful. A more fitting end could not be had for The Child In The Well. Bravo!

Quote

Unfortunately, the caravan wasn't the only new arrival to Breadbowl. A sinister hum resonating through the first cavern announced a visitor.

The forgotten beast Dogekul has come! A gigantic scaly bee.

Surely that was no human bee! (https://www.youtube.com/watch?v=nEzitdNXZFg)

That reminds me. We need at least 40 hives (http://dwarffortresswiki.org/index.php/DF2014:Beekeeping_industry#Artificial_hive_limits), if we don't already have them. Breadbowl will not be complete without the delicious honeys.

Quote

A silver lining to the tragedy: a giant cave spider was engaged in a battle with a giant olm, then wandered into one of the cages in the caverns immediately after the battle. This will be a boon to our silk industry and should eliminate the need for us to remain in the caverns.

A female, too! Once it's trained and released from it's cage, we may be able to breed them if it mates with a passing male. Yum Yay!

Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!) Post by: Bearskie on December 26, 2015, 08:48:23 am

Quote from: QuQuasar on December 26, 2015, 07:48:28 am

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Spoiler: Something like this (click to show/hide)

Oh that's beautiful. A more fitting end could not be had for The Child In The Well. Bravo!

Oh yeah, I forgot to comment on this (which is ironic since Child In The Well was my doing). T'was a beautiful moment Dolwin; I think I shed a tear.

RIP Lor Lisedvucar. Son of Hiddenleafguy.

From the blood of the earth did your forefathers rose, And to the earth ye shall return to.

Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!) Post by: Sanctume on December 30, 2015, 02:35:10 pm

QuQuasar, these are those who posted interests:

- Zuglarkun (Overseer List & Dorf Request)
- Japa (Overseer List)
- ToniK (Overseer List & Dorf "Medic" Request)
- Shûl-nak (Overseer List & Dorf "with highest biting skill" Request)
- DDDragoni (Overseer List & Dorf Request)
- Gwolfski (Overseer List)

edit: fixed typo

Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!) Post by: DDDragoni on December 30, 2015, 04:59:59 pm

Quote from: Sanctume on December 30, 2015, 02:35:10 pm

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- Japa (Overseer List)
- ToniK (Overseer List & Dorf "Medic" Request)
- Shûl-nak (Overseer List & Dorf "with highest biting skill" Request) DDDragoni (Overseer List & Dorf Request as "Ipoerchance")
- Gwolfski (Overseer List)

Whoops! That was supposed to be "Could I perchance". Fixed!

Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!) Post by: Dolwin on December 30, 2015, 06:44:46 pm

Surgeon's Journal: Winter

As is often the case, the change of seasons ushered in a new wave of dwarven identity crisis. The first such case was ToniK, who told me he wanted to join me in my scientific pursuits. Whether it was out of shared ideals, or something else entirely is up for debate.

Spoiler: ToniK (click to show/hide)



Caste: Dwarf Age: 104 Years Old Size: 66,650cm³

Profession: Pump Operator **Happiness: Fine** (Stress: 65.6k)

Within the last week she felt nothing after witnessing death (x2).

Within the last season she felt dejection when caught in the rain, bliss after sleeping in a great bedroom, bliss dining in a legendary dining room, satisfied at work, pleasure seeing a fine trade depot and pleasure seeing a fine furnace

Skills:

- [5] Proficient Pump Operator 4.2k/4.5k xp (74.5%)
- [3] Competent Glassmaker 2.5k/2.6k xp (82.5%)
- [2] Adequate Wound Dresser 1.7k/1.8k xp (80.6%) Rusty
- [2] Adequate Suturer 1.6k/1.8k xp (74.3%) Rusty
- [1] Novice Observer 532/1.1k xp (5.3%) Rusty

Highest Moodable Skill: Glassmaker

Personality: Often feels discouraged (More likely to slip into depression and be stricken by melancholy.). Is often nervous (More likely to stumble obliviously and go stark raving mad.). Desires little in the way of possessions. Doesn't often experience strong cravings or urges. Tends to avoid any physical confrontations. Is quite polite. Is generally quite confident when undertaking specific ventures. Is not inherently proud of their talents and accomplishments. Doesn't try to get things done perfectly. Can get caught up in internal deliberations when action is necessary. Enjoys the company of others. Sees working hard as a foolish waste of time. Finds nature somewhat disturbing. Disdains the law. Views loyalty unfavorably. Dislikes cooperation. Dreams of mastering a skill.

Preferences: Likes Ilama wool, basking shark leather, golden beryl, aluminum, jet, guineafowls, jugs, slabs and short swords. Prefers to consume barley seeds, reindeer's milk, pendant amaranth beer, chicory and goat cheese. Hates lizards.

Top 3 Roles:

- 1. Pump Operator (78.07%)
- 2. Glassmaker (75.35%)
- 3. Suturer (73.72%)

A short, sturdy creature fond of drink and industry.

Next up is our legendary weaponsmith, who now wished to be called Shul-nak. Not only has he outfitted our military with truly excellent weapons, but he swings a mean axe himself. In another life, he might have been tabbed for military service, but his craftsmanship is too valuable to waste.

Spoiler: Shul-nak (click to show/hide)



Caste: Dwarf Age: 153 Years Old Size: 73,470cm³

Profession: Legendary Weaponsmith Happiness: Fine (Stress: -2.8k)

Within the last week he felt nothing after witnessing death (x2).

Within the last season he felt horrified after witnessing death (x3), annoyed when caught in the rain, satisfied at work, satisfied after producing a masterwork, interest seeing their own fine bed, interest seeing their own fine cabinet, interest seeing a splendid paved road (x4), interest seeing a fine seat (x4), interest seeing a fine table (x3), interest seeing a fine door, interest seeing a splendid trap, bliss after sleeping in a great bedroom and contentment after a soapy bath

Skills:

- [25] Legendary +5 Weaponsmith 42.7k xp
- [11] Great Tracker 12.5k/12.6k xp (93.8%) Rusty
- [9] Professional Observer 9.2k/9.5k xp (79.1%)
- [5] Proficient Axedwarf 4.4k/4.5k xp (94.4%)
- [4] Skilled Discipline 3.4k/3.5k xp (84.2%)
- [4] Skilled Fighter 2.7k/3.5k xp (12.4%)
- [1] Novice Brewer 1.0k/1.1k xp (85.0%) Rusty
- [1] Novice Dodger 784/1.1k xp (47.3%) Rusty
- [1] Novice Shield User 506/1.1k xp (1.0%) Rusty
- [1] Novice Armor User 500/1.1k xp (0.0%) Rusty
- [1] Novice Dyer 500/1.1k xp (0.0%) Rusty
- [1] Novice Spinner 500/1.1k xp (0.0%) Rusty
- [1] Novice Climbing 500/1.1k xp (0.0%) Rusty

Highest Moodable Skill: Weaponsmith

Personality: Does not easily hate. Is very slow to anger. Has a calm demeanor. Can handle stress. Occasionally overindulges. Is quite ambitious. Generally acts with a narrow focus on the current activity. Tends not to reveal personal information. Tends to be a bit stubborn in changing their mind. Has a tendency toward forming deep emotional bonds with others. Belives that freedom and independence are completely non-negotiable and would fight to defend them. Does not really value skills related to fighting. Dreams of raising a family, and this dream was realized.

Preferences: Likes moose antler, blue diamond, brass, anhydrite, chains, amulets, hatch covers, maces and the shape of crosses. Prefers to consume apple cider. Hates snails.

Top 3 Roles:

- 1. Weaponsmith (95.14%)
- 2. Observer (84.05%)
- 3. Axedwarf (75.15%)

A short, sturdy creature fond of drink and industry.

One of the newest members of the Earthen Assaults wanted a minor name change to signify her new responsibilities. Formerly known as Zulgar, now she wishes to be called by her more formal name, Zulgarkun. The spear is her weapon of choice, and will serve the fortress well.

Spoiler: Zulgarkun (click to show/hide)



Caste: Dwarf
Age: 92 Years Old
Size: 67,840cm²
Profession: Spearman
Squad: The Earthen Assaults
Happiness: Fine (Stress: 58.7k)

Within the last week she felt contentment after having a fine drink and nothing after witnessing death (x9).

Within the last season she felt nothing while in conflict, grouchiness when caught in the rain, contentment after having a pretty decent drink and bliss after sleeping in a great bedroom

Skills:

- [7] Adept Observer 5.7k/6.8k xp (4.3%)
- [3] Competent Dodger 2.3k/2.6k xp (63.9%)
- [3] Competent Wood Cutter 2.2k/2.6k xp (45.0%)
- [2] Adequate Fighter 1.5k/1.8k xp (59.6%)
- [2] Adequate Fish Dissector 1.5k/1.8k xp (57.1%) Rusty
- [2] Adequate Fisherdwarf 1.4k/1.8k xp (44.3%) Rusty
- [2] Adequate Student 1.3k/1.8k xp (25.7%)
- [2] Adequate Concentration 1.3k/1.8k xp (25.7%)
- [1] Novice Striker 882/1.1k xp (63.7%)
- [1] Novice Discipline 750/1.1k xp (41.7%)
- [1] Novice Speardwarf 732/1.1k xp (38.7%)

Highest Moodable Skill: Mechanic

Personality: Doesn't often feel envious of others. Is grateful when others help them out and tries to return favors. Is curious and eager to learn. Is not particularly interested in what others think of them. Is truly fulfilled by assisting those in need. Is slow to trust others. Places cooperation as one of the highest ideals. Dreams of mastering a skill.

Preferences: Likes alligator snapping turtle shell, panda tooth, crystal glass, coconut palm wood, red spinel, lead, gneiss, spears and the color vermilion. Prefers to consume carambola wine and giant magpie. Hates oysters.

Top 3 Roles:

- 1. Observer (80.38%)
- 2. Student (73.68%)
- 3. Dodger (73.35%)

A short, sturdy creature fond of drink and industry.

Finally, one of the Shafts of Fortifying wishes to be known as DDDragoni. One of the older members of Breadbowl, she desires to utilize her twilight years in defense of her home, staring death head on with an axe in her hand.

Spoiler: DDDragoni (click to show/hide)

③ 'DDDragoni' Rilbetkeskal ◎ ('DDDragoni' Marketshoots)

Caste: Dwarf Age: 151 Years Old Size: 70,580cm³ Profession: Wrestler

Squad: The Shafts of Fortifying **Happiness: Fine** (Stress: 892)

Within the last season she felt annoyed when caught in the rain, nothing after witnessing death (x9), horrified after witnessing death (x5), bliss after sleeping in a great bedroom and nothing while in conflict

Skills:

- [4] Skilled Observer 3.3k/3.5k xp (73.1%)
- [3] Competent Student 2.3k/2.6k xp (61.2%)
- [3] Competent Concentration 2.3k/2.6k xp (61.2%)
- [2] Adequate Dodger 1.6k/1.8k xp (68.0%)
- [2] Adequate Kicker 1.5k/1.8k xp (51.6%)
- [2] Adequate Fighter 1.4k/1.8k xp (43.0%)
- [2] Adequate Wrestler 1.4k/1.8k xp (41.7%)
- [1] Novice Striker 1.0k/1.1k xp (89.2%)
- [1] Novice Axedwarf 1.0k/1.1k xp (83.8%)
- [1] Novice Shearer 828/1.1k xp (54.7%) Rusty
- [1] Novice Shield User 679/1.1k xp (29.8%)
- [1] Novice Discipline 667/1.1k xp (27.8%)
- [1] Novice Bee Keeper 542/1.1k xp (7.0%) Rusty
- [1] Novice Presser 500/1.1k xp (0.0%) Rusty

Highest Moodable Skill: Mechanic

Personality: Doesn't often feel envious of others. Is slow to anger. Can handle stress. Is stubborn. Is quite ambitious. Doesn't mind wearing something special now and again. Is sometimes cruel. Is generally quite hopeful about the future. Is very rarely moved by curiosity. Is not particularly interested in what others think of them. Doesn't try to get things done perfectly. Is quite comfortable with others that have a different appearance or culture. Tends to form only tenuous emotional bonds with others. Finds obligations confining. Is slow to trust others. Isn't given to flights of fancy. Doesn't really see the point of working hard. Values sacrifice. Values family. Dreams of mastering a skill.

Preferences: Likes amber, guava tree wood, jasper opal, copper, tin glaze, llamas, earrings, weapon racks, the color amethyst and the shape of cabochons. Prefers to consume artichoke wine and lungfish. Hates blood gnats.

Top 3 Roles:

- 1. Observer (79.25%)
- 2. Student (76.61%)
- 3. Kicker (73.42%)

A short, sturdy creature fond of drink and industry.

The naming ceremonies were cut short however. The second day of winter brought more than simple name changes with it.



Spoiler: Troop List (click to show/hide)

Atu, Troll
Snodub, Troll
Ozud, Troll
Nguslu, Troll
Båx, Troll
Bosa, Troll
Bosa, Troll
Bosa, Troll
Dostngosp, Troll
Ngokang, Troll
Ngokang, Troll
Ngokang, Troll
Ngokang, Troll
Nguslu, Troll
Song, Troll
Atu Snangosnuk, Goblin Pikeman
Utes Slosaxngerxung, Goblin Lasher
Estrur Ostastrox, Goblin Grossbowman
Arstruk Amxuolgost, Goblin Bowman
Em Ogurkök, Goblin Crossbowman
Olngö Ozudgusmul, Goblin Pikeman
Stoshûb Urarlustu, Goblin Bowman
Ngom Xuspgasastom, Goblin Pikeman
Amxu Emremzu, Goblin Spearman
Smunstu Asuuksos, Goblin Swordsman
ütes Stoshûbsluslu, Goblin Hammerman
Nako Tudôspûshu, Goblin Bowman
Stoshûb Urarstorur, Goblin Crossbowman
Bosa Dunospngom, Goblin Maceman
Olngö Olngösagus, Goblin Spearman
Atu Negonstotho, Goblin Lasher
Ngerxung Stozukusnod, Goblin Pikeman
Mato Zolakoge, Goblin Spearman
Dostngosp Dungoamxu, Goblin Swordsman
Dostngosp Dungoamxu, Goblin Hammerman
Dostngosp Ukgeulno, Goblin Hammerman
Dostngosp Ukgeulno, Goblin Hammerman
Dostngosp Ukgeulno, Goblin Hammerman
Dostngosp Zesttostotho, Goblin Hammerman
Dostngosp Zesttostotho, Goblin Hammerman
Dostngosp Zesttostotho, Goblin Crossbowman
Seruung Strodnostosbûb, Goblin Hammerman
Dostngosp Zesttostotho, Goblin Crossbowman
Stâsost Emanusp, Goblin Maceman
Snamoz Ngerxungxost, Goblin Maceman
Snamoz Ngerxungxost, Goblin Maceman
Snamoz Ngerxungxost, Goblin Pikeman
Nostngosp ürernako, Goblin Crossbowman
Stasost Emanusp, Goblin Maceman
Snamoz Ngerxungxost, Goblin Pikeman
Nogurosmog, Goblin Maceman
Snamoz Ngerxungxost, Goblin Pikeman
Nogurosmog, Goblin Maceman
Snamoz Ngerxungxost, Goblin Pikeman
Nogurosmog, Goblin Pikeman
Nogurosmog, Goblin Hammerman
Dostngosp ürernako, Goblin Hammerman
Dostngosp Ösmöspöngtum, Goblin Hammerman
Odmu Gonodlug, Goblin Lasher

They came for me again! Threats press in from all around, no matter what precautions I've taken. No longer content with sending raw recruits and ogres at us, this was a siege of trained goblins with troll support. The alarm resonated throughout the fortress as we prepared for the invaders to advance on the barracks, this time with the moat completely dry. Or at least that was the plan...



A stray water buffalo wandered up a ramp that was next to the wall for some unknown reason and began getting peppered by goblin arrows. Death quickly followed, but not before bringing another mini-crisis with it.



A lone goblin pikeman successfully scaled the wall and hopped across, right into the fortress proper. With the troops in the barracks far to the west, I called for the Watch to see if they could snipe him down while he chased after a nearby yak. Before they could arrive, Tirist of the miner's guild decided to take matters into his own hands.

```
The Miner strikes The Goblin Pikeman in the lower body with her \( \frac{1}{2} \) invuising the muscle and bruising the spleen through the (\( \frac{1}{2} \) fur pobe\( \frac{2}{2} \)?

The Goblin Pikeman punches The Miner in the left lower leg with his right hand, bruising the muscle through the (cave spider silk robe\)?

The Goblin Pikeman charges at The Miner!

The Miner strikes The Goblin Pikeman in the right lower leg with her \( \frac{2}{2} \) iron pick\( \frac{2}{2} \), tearing apart the muscle through the (\( \frac{2}{2} \) tower leg with his \( \frac{2}{2} \) iron pick\( \frac{2}{2} \), tearing apart the muscle through the (cave spider silk robe\)?

The Goblin Pikeman stabs The Miner in the left lower leg with his \( \frac{2}{2} \) iron pick\( \frac{2}{2} \), tearing the fat through the (cave spider silk robe\)?

The Miner punches The Goblin Pikeman in the right eye with her left hand and the injured part explodes into gore?

The Goblin Pikeman strikes at The Miner but the shot is effortlessly deflected by the \( \frac{2}{2} \) iron pick\( \frac{2}{2} \).

The Goblin Pikeman strikes at The Miner but the shot is deftly parried by the \( \frac{2}{2} \) iron pick\( \frac{2}{2} \).

The Miner strikes The Goblin Pikeman in the right lower leg with her \( \frac{2}{2} \) iron pick\( \frac{2}{2} \).

Begone fear!

The Goblin Pikeman stabs The Miner in the left lower leg with his \( \frac{2}{2} \) iron pick\( \frac{2}{2} \).

Begone fear!

The Goblin Pikeman stabs The Miner in the left lower leg with his \( \frac{2}{2} \) irist Volber. Miner: Our time in The Dimension of Visions is so brief...

Begone fear!

The Goblin Pikeman strikes at The Miner but the shot is deftly parried by the \( \frac{2}{2} \) irist Volber. Miner: Help! Save me!

The Miner strikes The Goblin Pikeman in the left hand with her \( \frac{2}{2} \) irist Volber. Miner: Help! Save me!

The Miner strikes The Goblin Pikeman in the left lower leg with her \( \frac{2}{2} \) irist prick\( \frac{2}{2} \).

The Miner strikes The Goblin Pikeman in th
```

Sustaining only superficial injuries, our miner emerged victorious. Severing both feet and the left forearm, the goblin bled to death quite quickly. Meanwhile, the brunt of the trolls with a few goblin bowmen for support were approaching the barracks entrance.



With the inability to surround our superior troops or provide supporting bowfire, the hallway was soon coated in the foul smelling blue troll blood.



With their troll allies already slain after rushing so far ahead, the bulk of the goblin forces made their way towards the corpse-riddled hallway.



I could't see what transpired within those confined spaces, but the soldiers say it was a slaughter of gruesome proportions.



All in all, only a few cuts and bruises on our end, while the goblin force was decimated. One troubling sight was a lone troll that managed to scale the walls of the barracks and hop over, but he was quickly wiped out from behind. I made a mental note to expand the walls up top to deter such ideas in the future.

Two events happened in celebration of the end of the siege.



Iton, one of our farmers, claimed a carpenter's workshop and began furiously sketching. He seemed to have everything he needed, so further oversight was unnecessary. The other event was much more predictable.

The Planter 'Bearskie' Adagbomrek has organized a party at willow Table.

Quite the party aficionado we have in our midst. Spirits were quite high, and I decided to attend as well. Seeing how I was planning on spending most of the immediate future engrossed in the old manuscripts, drinking until I couldn't remember my name seemed like the thing to do.

While I was nursing a particularly nasty hangover, Iton emerged from his workshop with a marvelous new creation.

Iton Ducimsastres, Presser has created Aknûn'iddor Dalkamushat, a acacia cage!

This is a acacia cage. All craftsdwarfship is of the highest quality. It is decorated with acacia and desert lime wood and encircled with bands of oval pyrolusite cabochons, oval native copper cabochons, goose leather, pig tail fiber and square cut milk quartzes. This object menaces with spikes of larch, native silver and goose leather.

In order to make sure it was never used in something crude like animal trappings, I designated it to be placed on display in the dining hall. I didn't look at it too closely, as I was quite preoccupied with the results of my studies. Contingency Plan Omega is foolproof; no matter what comes for me, I'll be ready. In the event of a total catastrophe and the walls are breached by goblin, beast, or even the gods themselves, I can escape Breadbowl safely with such speed that they will never catch up to me! There is no practical way to do an actual test of the system, but the old texts are littered with examples. Urist and his son escaping the island dungeon, the legendary Morul and his encounter with the unfortunate Orc, the list goes on and on. I've told no one of Omega; there will not be any hinderances with my escape should the worst come to pass. There might be a stampede by the others once they see the Plan in action, but by then I will already be long gone.

Almost as proof of the wisdom of my plans, an uninvited guest appeared in the depths below.

The Forgotten Beast Tol Zongospongno has come! A gigantic loris with lidless eyes.

It has thin wings of stretched skin and it has a gaunt appearance. Its ochre hair is long and wavy. Beware its webs!

Our new enemy roams freely in Cavern 3, where he is quite unable to reach me. Today is not the day for Omega, and time marches on here in Breadbowl.

The winter months seemed to fly by, as my fellow dwarves tried to do every task they could possibly think of other than dumping the goblin and troll corpses in the magma dump. It is no longer my concern, as the next overseer will have to deal with their remains. Finally content with my place in the world, I decided to look over the fortress as the last days of winter come to an end.



Magma is being hauled to the new kilns. Food storage is in very short supply and having 6 kilns up and running will help out tremendously. The farmers tell me there is a backlog of over 2000 plants to be brewed, and even these new kilns might not be enough to get us enough pottery. (Kiln 3 minecart was empty for some reason, so it wont have enough magma for power until the next batch.)



Pastureland continues to be an issue that needs resolving. Donkey, horse, and rhino pastures are insufficient, while the yak and water buffalo still reside in temporary pastureland to the northeast of the forges. More dirt roads need to be constructed over any saplings or plantlife to allow maximum grazing area.



Clear glass block production continues slow but steadily. Magma glass forges should be constructed to increase output, as well as for glass pot creation afterwards.

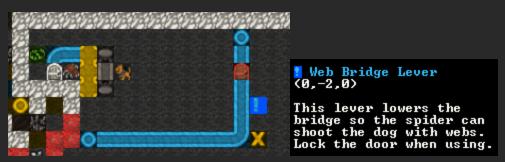


A view of the dining hall. The lever in the southwest corner needs to be pulled while under siege in order to remove the caravan access point where invaders could bypass the barracks. Making a variety of metal tables and chairs will increase happiness. We need a lot of magma powered forges and smelters for that, and hopefully the next overseer has them installed as well.





A bird's eye view of Breadbowl and most of our surrounding lands. The caravan highway is complete around all 4 edges of our map to ensure the caravans will always have wagon access. The moat is almost totally dried out now, and I would recommend leaving it that way. While it was quite useful in it's time, our soldiers have proven more than capable when it comes to warfare. (That and FPS death is a real thing. Even with the moat drained, I was hovering at 18 FPS.)



The greater cave spider web collection area is fully complete. When the lever is pulled, the shielding bridge will lower and the spider will spray the dog with webs, filling the room. Pull again to raise the shield, then collect away. In case you ever want to cage the spider again, simply unlock the door behind him and he will wander into the waiting cage trap. Note that this entire setup will not work if the

spider is ever tamed.

```
Metropolis imarust, "Breadbowl" FPS: 100 (49)
   Animals Kitchen Stone Stocks Health Justice x: Additional options (DFHack)
 Created Wealth:
                                 Population:
                                                   198
  Armor and Garb:
                                 Miners
                                                                                Furniture:
                                                              Axe Lords
  Other Objects:
                                 Stoneworkers
                                                              Swordsdwarves
  Architecture:
                                                              Swordmasters
  Displayed:
                                 Metalsmiths
                                                                                   None
                                 Jewelers
                                 Craftsdwarves
                                                                                   None
 Imported Wealth:
                     296464*
                                  lobles/Admins
                                                              Hammer Lords
                                                                                   None
                                                              Speardwarves
                                 Peasants
                                                             Spearmasters
Marksdwarves
 Exported Wealth:
                     3383092*
                                          Childrn
                                 Fishery Workers
                                                      5
59
                                                                                   None
 Food Stores:
                 10554
                                 Farmers
                                                              Elite Mrksdwrvs
                                                                                   None
                         1016
                                                              Wrestlers
                        1876
4104
                                                      20
265
  Fish
                                  rained Animals
                                                              Elite Wrestlers
                                                                                   None
  Plant |
          2916
                                 Other Animals
                                                              Recruit/Others
                                                                                   None
```

Thus ends my tenure as overseer of Breadbowl. The fortress will be entrusted to the capable hands of my successor, whomever that may be. May the gods smile upon us (and if not, Omega is salvation for me!)

~~~Journal's End~~~

With that, my turn as overseer is finished. Thanks for having me, it was really fun.

Two things I didn't document on purpose: Contingency Plan Omega and the medical training system. I'm going to let the next overseer show everyone those two however they see fit. I'll PM the training system details to the next overseer so they know where it is and exactly how it works. I've used the same setup in another fort to great success, which makes the failure of the system here so frustrating for me. It is either instant death or not even a bruise here, whereas I usually get broken bones and torn muscles to train my medical staff with. For Omega, I'm not going to tell anyone about it, other than its completely harmless as far as the safety of the fort is concerned.

A TLDR list of recommendations for the next overseer:

- 1) After the magma kilns are in place, collect more magma. We need magma glass furnaces, smelters, and forges.
- 2) This fort is far and away the most mineral rich fort I've ever played. I can't recall of even **hearing** about another fort that has more minerals. Once you have the magma smelters going, try and make a variety of metal tables and chairs for the dining hall, one for each type of specialty metal. I've got a rose gold and regular gold set in there, with some sterling silver and nickel silver ones in the quarantine zone.
- 3) Buy all the gypsum plaster from the caravan in the fall. That's the only thing that we really desperately need. Cloth and leather is always good to have though.
- 4) Fix the pastures. I did very little for advancing the fort during my tenure as far as pastures were concerned, as I was concentrating on other things. They do need some help though.
- 5) Try and make the outer wall 2z's high to prevent enemy climbers.

Save is here: http://dffd.bay12games.com/file.php?id=11590

# Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!) Post by: Bearskie on December 30, 2015, 10:38:41 pm

Glad to have you Surgeon, you've been a fine overseer. Apart from those secret mad scientist experiments you've been undertaking, but eh, small price to pay.

Project Omega huh? \*Downloads\* I'm going to regret this.

Ps. Zuglarkun is overseering at Constructivory, so Japa's likely to be next.

## Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!) Post by: ToniK on December 30, 2015, 11:46:43 pm

Has anyone considered fortifying the walls? :|a That might be my personal metaproject, if nobody else handles them prior to that.

## Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!) Post by: Zuglarkun on December 30, 2015, 11:59:48 pm

Quote from: Bearskie on December 30, 2015, 10:38:41 pm

Ps. Zuglarkun is overseering at Constructivory, so Japa's likely to be next.

Yeap, I'm kind of occupied at the moment. Move me down a notch on the overseer list if you would so kindly.

## Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!) Post by: Sanctume on December 31, 2015, 10:25:21 am

I finally caught up reading, great job Dolowin!

Yeah, a 2nd wall/fortification is one of those projects which is the reason the burrow for the walls are set to 4z high.

I'm definitely interested in learning about the experiments.

Speaking of medical experiments, having bee hives (40 max) get occasional bee stings for the CMD to diagnose.

The next overseer should get a 5z tower of beehives with 8 on each. The hives can even bee underground as long as there is access to the outside via fortifications.

I'm surprised you went for 6 kilns. I usually split my first 8 magma minecarts to :smelter, forge, kiln, and glass to train at least 1 each for those industry while the next load of carts are being done.

I would suggest to the next overseer to put glass furnace right in the middle of the kitchen where the barrel/pot stockpile is. The floor is sand, so collection can happen there too.

Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!)
Post by: Dolwin on December 31, 2015, 10:20:46 pm

Quote from: Sanctume on December 31, 2015, 10:25:21 am

I'm surprised you went for 6 kilns. I usually split my first 8 magma minecarts to :smelter, forge, kiln, and glass to train at least 1 each for those industry while the next load of carts are being done.

Increasing food output will require a **lot** of pots. With 200 dwarves, we drink a lot as well. Saving stone for masonry projects and switching all the pot production over to clay will be a big help.

Regardless, the next overseer will have plenty of decisions to make and it will be fun to watch!

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on December 31, 2015, 10:37:38 pm

Quote

2) This fort is far and away the most mineral rich fort I've ever played. I can't recall of even hearing about another fort that has more minerals.

So we build a farm. Seems legit.

Going through the save now... holy shit, the second cavern layer is the creepiest thing I've ever seen in dwarf fortress.

It's surprisingly large and open, some open area's are 14 stories from floor to roof. The air is completely still that far down, and the ground completely covered in a thick layer of reddish-brown... mud. Let's call it mud.

A lone troll wades through the mud. Perhaps she is lost, seeking a way out of this cavern. She ignores the way it seems to suck at her skin, trying to pull her down, as she plods dumbly forward in the darkness.

There are shapes sticking up out of the mud. It takes the mind a moment to process what exactly they are... it at first see's them as some sort of flora, perhaps an underground tree, or branch. And then it discerns the the shape of a femur, or a tibia, and they come into sudden focus...



There are **hundreds** down there. Giant bats, troglodytes, trolls, elk birds, blind cave ogres, molemarians, even the mangled chitin of a Giant Cave Spider. All crushed, long ago. Their blood and fluids long ago lost into the layer of mud, feeding it, making it stronger. You now see it is moving, ever so slowly creeping up the rocks of walls as if trying to consume them...

And in the middle of this all, at the base of an enormous 13z cavern, a glint of green flashes gently...



Stones, valuable gems, but not ones any dwarf would touch. Cursed. The remnants of a terrible, ancient enemy.

Could Thol Anan have been killed by the elk bird whose bones lie beside it? Was it immobilized and consumed by the creeping mud? Or does something far worse lurk deeper within the dark caverns? We may never know, but one thing's for sure.

I am \*not\* going in there. Fuck that cavern layer.

Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!)
Post by: Bearskie on December 31, 2015, 11:56:08 pm

Quote from: Dolwin on December 31, 2015, 10:20:46 pm

Increasing food output will require a **lot** of pots. With 200 dwarves, we drink a lot as well. Saving stone for masonry projects and switching all the pot production over to clay will be a big help.

Uhh...

Hate to burst the bubble, but clay pots require glazing to hold liquids <sup>unless we have fire clay?</sup>. Still, I'm not sure if it is required for storing solid food instead - the wiki doesn't mention much. :S

Glass pots are, on the other hand, a very suitable replacement due to their light weight and unlimited availability.

Quote from: QuQuasar on December 31, 2015, 10:37:38 pm

And in the middle of this all, at the base of an enormous 13z cavern, a glint of green flashes gently...



Ah, sounds like strange mood material.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on January 01, 2016, 01:38:44 am

Someone dig a large deep pit to shed light down that cavern, so we can plant red spinach.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Japa on January 01, 2016, 02:38:23 am

I'll be downloading the save once the local electricity issues are sorted out. Then I can start playing.

Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!)
Post by: Dolwin on January 01, 2016, 09:57:12 am

Quote from: Bearskie on December 31, 2015, 11:56:08 pm

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Glass pots are, on the other hand, a very suitable replacement due to their light weight and unlimited availability.

I've never used clay before, and you just proved it to the world! Making all those into glass forges instead would appear to be the way to go. I usually use glass exclusively and was going for something different this time around. Oh well.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Japa on January 03, 2016, 08:56:41 pm

Is there any rule against mass deforestation?

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on January 03, 2016, 09:51:51 pm

Gwolfki 3 years ago had a 100 tree cut down agreement. Sanctume honored that agreement. Dolowin last year have no new agreement. So that's up to you this year.

Although deforestation by magma would be doing it in style.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on January 03, 2016, 10:42:17 pm

Quote from: Japa on January 03, 2016, 08:56:41 pm

Is there any rule against mass deforestation?

No rule, though I'd suggest at least sparing the orchard for the sake of high quality olive-oil soap and the other cookable and brewables the herbalist guild brings in.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: SQman on January 04, 2016, 08:19:16 am

I should check community games more often. This was a great year. Good to see our military getting to the level, where they can just walk over a siege with little to no problem.

Quote from: Dolwin on January 01, 2016, 09:57:12 am

Quote from: Bearskie on December 31, 2015, 11:56:08 pm

Hate to burst the bubble, but clay pots require glazing to hold liquids <sup>unless</sup> we have fire clay?. Still, I'm not sure if it is required for storing solid food instead - the wiki doesn't mention much. :S

Glass pots are, on the other hand, a very suitable replacement due to their light weight and unlimited availability.

I've never used clay before, and you just proved it to the world! Making all those into glass forges instead would appear to be the way to go. I usually use glass exclusively and was going for something different this time around. Oh well.

Speaking of ceramic, porcelain pots can store liquids without glazing, but they require kaolinite, which is a rock. There is kaolinite in Breadbowl, near the flooded noble houses. I'm not sure why anyone would try to restore the porcelain industry (prepared meals are enough to buy a caravan, caravaneers, and their families), but it's there in case someone gets bored of stone and glass..

#### **Bismuth Lad's research notes**

It's been a long time since I've written anything in this journal. I've been busy writing letters to universities, sages, druids, even priests and necromancers. I need answers, and no one in this fortress seems to have them. All I ever hear are legends and superstitions.

Thol-Anan? Found destroyed deep underground. I took a sample, but it's just peridot. There were no organs, machinery, or magical appliances powering it. Worst of all, I won't be able to convince anyone from outside of Breadbowl that this pile of green rock was ever animated. I'll keep a piece for my collection and for further research, but I don't expect a breakthrough in the near future.

Meanwhile, the miners and I have discovered something much more interesting. Blue rock protunding from a sea of magma. People seem to believe it's the mythical adamantine, and to be honest, I'm willing to agree with them. I'm still waiting to get my hands on a sample. Everything is prepared: quicksilver, lye, vitriol, gypsum (I hope the overseer won't mind), and many, many more.

Of course apart from alchemy, adamantine may be useful in other fields. If it really is weightless, but unbreakable as legends suggest, it would be a perfect material for armor and swords. No more heavy mail, no more dull blades. What else could be made? Gates and walls so strong even the mightiest siege equipment won't move them, bridges that can be carried with marching armies, armored battleships that keep up with light vessels.

All the fame will be mine, of course! Most of dwarves in this fortress probably can't write, and those who can don't have the knowledge to properly describe this amazing discovery. I will be the one who will bring the new era to this world! The age of adamantine!

"...and then he grabbed the chalk block and ran to his room. I'm not the one to judge a man by his kinks, but the way he giggled..."
"Maybe it's a 'mood'? Wait, no, there are no proper workshops in there. Maybe he's finally gone mad? He used to live with elves. That must have made him soft"

"Was he wearing clothes?"

"You mean, when he lived with elves?"

"No, you moron, when you saw him being all weird"

"Yeah, I'm pretty sure he was."

"Help me to get him to the hospital then. Maybe it's not too late to fix whatever is wrong with him"

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Japa on January 06, 2016, 11:41:25 am

Bah. After a some days of considering, I can't currently put together the energy for a community fortress with the way I've been feeling lately, so I'm going to have to skip this turn.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: ToniK on January 07, 2016, 10:19:05 am

Sounds like I'm up, per Quasar!



As I let her know, I'm currently in the middle of a move; HOWEVER, I should be able to post at least Spring by the weekend. I'm planning on sitting down tonight and downloading and ensuring it won't run too slowly on my computer; as it stands, I'm already planning on doing a wipe/fresh reinstall of W7 on it, so worst case scenario it'll just take a couple more days while I do that before I can play.

GOOD NEWS I reinstalled windows just fine. Now just need to figure out how to get my dual monitor setup back...

NOT SO GOOD NEWS Anyone have any idea why it'd keep crashing when it gets to 'rebuilding more temporary information'?

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: DDDragoni on January 08, 2016, 09:52:38 pm

Quote from: ToniK on January 07, 2016, 10:19:05 am

NOT SO GOOD NEWS Anyone have any idea why it'd keep crashing when it gets to 'rebuilding more temporary information'?

I downloaded the save and was able to load it up and look around just fine... I don't know what is causing that, but here are some general troubleshooting stuff:

- -Make sure you're using DF 40.24
- -Do you have a texture pack installed? If so, use the LNP to make sure the raws match
- -Try a fresh copy of DF and/or the save

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: ToniK on January 11, 2016, 10:01:25 pm

Deleting the raw did it. (Think it'll fix my now-snail PC? :P)

Sorry for the lack of updates; moving & murphy's law with PC tech support killed me. I'm running Breadbowl on the Netbook, and will have something in a few hours. Considering I'm running at 3FPS, though, I'm going to need to find a way to boost it ASAP or else this will literally take a year.

UPDATE; Okay, so I had an update, and then GIMP crashed and I lost my screenshots. I'm ragequitting for the night, will try more tomorrow. Please leave any FPS-saving tips in here that may apply to the fort!

UPDATE 1/12; Runs at 6FPS on PC as opposed to 3FPS. If someone else is ready/able to take over immediately, then by all means; right now I'm still trying to find out how to shunt my memory to, well, working as it's supposed to.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on January 15, 2016, 09:15:56 pm

How are things going now, tonik?

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: ToniK on January 16, 2016, 10:02:06 am

I think I found the problem with the computer (bad CPU fan) and the fix appears to be working as intended. However, I'm having issues downloading Java. Will try again a little later.

I'll have an update here tonight for a final Go or No Go; I sincerely apologize for the problems here and the delays :(

WELL I GUESS I'LL BE PLAYING AT 10FPS UNLESS I CAN FIGURE OUT ANOTHER FIX. Halfway through Spring, at least; the Elves have just arrived, but I saved/quit there for RL.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: ToniK on January 17, 2016, 12:42:05 pm



Headaches are nothing new. In fact, the days I don't wake up with a headache - well, those I have to worry about. So the morning starts as usual, with a blearly reach for the drink while cursing quietly to myself. This time, though, instead of grasping the mug - there's paper. Which is stupid, because why would there be paper in the way?

Eyes open reluctantly, only to find that I'm covered in the trash. With a few mild curses, I manage to get myself out of bed, wishing again that I was safe and sound underground instead of in one of these cursed aboveground apartments - but what can a dwarf do? When a dwarf is in Breadbowl, of all places, a dwarf learns to adapt. A dwarf learns to survive.

A dwarf promptly learns they drank far too much last night, and, if these papers are anything to go by, apparently 'won' the position of Overseer in a series of bets.

Armok dammit.

### **BREADBOWL; YEAR 7**

First things first; finding where my predecessor ran off to, in hopes of shoving it back on them. But no, they're apparently too busy to have any time to talk with me. Lazy bastard. Right, so let's take stock of this place, get a feel for what's going-

```
Litast ònulurus has created a masterpiece *large diori

→The Stray Giant Hamster (Tame) has been found dead.
```

-huh. Well, at least they're not a particularly loved creature, but they may make for good meat. Nothing to worry abou-

```
ryro' кедмогит, ryro watch cancers ricкup Equipmen
∍The Stray Weasel (+Trained+) has been found dead.
```

Is this bad? I don't think this is bad. I think I need a drink. My second day on the job and two beasts are dead, wonderful start. Maybe I can go 360 for 360...

```
→As Vucarstinthäd, Cook is stumbling around obliviously!
```

Dear Armok; that wasn't a challenge.

Turns out poor As is quite stressed, though I can't fathom why. It's not like we're LIVING IN A GOBLIN-SIEGED, TROLL-HOUNDED, GODFORSAKEN FORTRESS EXPOSED TO THE ELEMENTS. I send the cook off with some of my 'special' alcohol and settle down to try and take the place in far too late.

First thing I've noticed is that the moat is dry; I attempt to filter through the notes that the prior Overseers have left, and then just toss them in the air. Most of this seems to be pretty self run, and I've never been one to wrap my head around those kind of logistics, anyway. My last experience with magma ended poorly, so I'll let whomever I manage to bribe in to taking over worry about that. My focus will be the walls. The tiny, tiny, undefended walls.

I'm gonna make 'em higher. Simple enough, right?



First orders given, I take my time on my next walk-around. The military seems to be in high spirits with their recent victory, and far be it from me to slight on them for it. I may not understand the defenses themselves, but they've worked well, and I manage to keep my ignorance with a 'carry on'. Meeting the military leads in to meeting the nobles, and after a few drinks shared, I figure they won't be too hard to deal with. No bolts or millstones exported? Spirits, the only thing we send out is food. If they prohibited roasts, then we'd have a problem. (Better not give them any ideas.)

```
mismatch.
Stray Giant Olm (*Trained*) has given birth to triplets.
Stray Giant Olm (*Trained*) has given birth to a boy.

Stray Giant Olm (=Trained=) has given birth to twins.
```

Good lord, that is a lot of Olms. Do they make good eating? It's getting pretty cramped in there.



I go ahead and unforbid a lot of the spoils of war, figuring we can sell them to the elves or whomever. Not like we need the trading credit, but it'll get rid of the junk. Since we've got a few glass blocks, I task them to be built over the crops as well. Things seem to be going rather smoothly on the surface, which means that I'm going to have to start looking below and figuring out what I'm doing there.

After I start doing the walls, that is.



OOooOOOOOor after I deal with the elves. I'm going to need another drink, except WE'RE GOING TO HAVE TO SEND MOST OF IT AWAY. Why did I come here again?

```
g: Move Goods to/from Depot
t: Trade

r: Trader requested at depot
b: Only broker may trade

Broker:
'Quasar' Ustutharkim, mayor
Conduct Meeting
Broker can access depot
```

And how long do these meetings take, anyway? We're going to have twice as much food to trade by the time you're ready!

```
prepared meals 2453 418
cheese None
powder 737
drinks 1663
```

FINALLY Quasar deigns to arrive, and I promptly trade all our hard-won food away. Maybe they won't be so quick to bark at us for chopping down trees when they-

Athe Nawaracani: Greetings from the woodlands. We have much to discuss.

We elves are partial in particular to the trees in the forests surrounding your lands. Although we are loath to spare a single branch to your senseless slaughter, we are willing to ask that you cap your tree-fells at one hundred until we next meet. I will try to return next year as I am able.

'Gwolfski' Uristirtir:

a - We can grant this request. Let's discuss the specifics, though...

b - We cannot stop production just because of your quaint sensibilities.

We can part with at most 121 trees, butcher.

'Gwolfski' Uristirtir:

a - We can abide by this. Let us work toward mutual co-existence.

b - Our needs exceed your allowances. Relax. They're only trees.

The latest news from Sisterswades is that a few months ago a group calling itself The Lauded Cactus reclaimed the site on behalf of The Long Snake. A few months ago the site was conquered by The Hell of Emancipating. Months ago refugees calling themselves The Incenses of Dabbling fled from the area just before an army of The Terrors of Tormenting led by the goblin Kud Spiraldoused descended upon the place. Months ago refugees calling themselves The River of Glades fled from the area just before an army of The Terrors of Tormenting led by the goblin Kud Spiraldoused descended upon the place. Months ago refugees calling themselves The Malled Walley fled from the area just before an army of The Terrors of Tormenting led by the goblin Kud Spiraldoused descended upon the place. Months ago refugees calling themselves The Celebrated Lake fled from the area just before an army of The Terrors of Tormenting led by the goblin Kud Spiraldoused descended upon the place. Months ago refugees calling themselves The Celebrated Lake fled from the area just before an army of The Terrors of Tormenting led by the goblin Kud Spiraldoused descended upon the place. Months ago refugees calling themselves The Fragrance of Courtesy fled from the area just before an army of The Terrors of Tormenting led by the goblin Kud Spiraldoused descended upon the place. Months ago refugees calling themselves The Mist of Enjoying themselves The Just Glosses fled from the area just before an army of The Terrors of Tormenting led by the goblin Kud Spiraldoused descended upon the place. Months ago refugees calling themselves The Mist of Enjoying themselves The Just Glosses fled from the area just before an army of The Terrors of Tormenting led by the goblin Kud Spiraldoused descended upon the place. Months ago refugees calling themselves The Mist of Enjoying themselves The Just Glosses fled from the area just before an army of The Terrors of Tormenting led by the goblin Kud Spiraldoused descended upon the place. Months ago refugees calling themselves Th

I AGREED TO YOUR REQUEST WHY ARE YOU STILL BABBLING AT ME. I'm a medical dwarf slash pump operator. I don't TALK with people. I FIX them, and sometimes make it so they NEED to be fixed. (Depending on my mood. Guess where mine's leaning right now.) They're even smarmy enough to refuse our 'generous' gift of troll clothing. Well, the lot of you can kiss my skid. I'm taking a nap.

Note to self; never, EVER participate in gambling again. Especially since there's a lot of work to do underground, and I'll need Armok himself to guide me because it's not like I have any idea what the hell is going on down there.

At least I have a drinking buddy.

Amost Asizudil, Cook has been possessed!

Amost Asizudil has claimed a Craftsdwarf's Workshop.

I'm gonna need one.

That was month 1; I think I'm going to split these up by such, but if they're all as slow as this one I may combine.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Dolwin on January 19, 2016, 02:43:35 pm

I couldnt tell, did you agree with the tree limit this time?

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: ToniK on January 19, 2016, 09:18:13 pm

More headaches. Elves haven't left yet. Maybe being the walking drunk is the way to get through. Build the wall, I tell myself. Build up the wall, and you can call yourself a success. They'll remember you, then, and not as the Overseer who did nothing but stumble around, much as that's how you feel. (Seems to be having a number on my vision, anyway.)



Unfortunately, my hopes and dreams of making the place look nice has reached its limit. I'll have to find something similar, or deal with a spotted set of ramparts. As long as they do the job, I guess it won't matter, but...sigh.

### Amost Asizudil, Cook has created Ösirstukos, a paradise nut wood amulet!

This is a paradise nut wood amulet. All craftsdwarfship is of the highest quality. It is decorated with paradise nut wood and encircled with bands of paradise nut wood. This object menaces with spikes of limonite.

### Well this is useless.

I noticed some dwarves sleeping on the floor, so decided to go ahead and...sigh...build up those godawful apartments. Maybe...I don't know. Maybe we can make a castle or something. We're starting to run low on blocks, though, so I send some miners to actually do their job. But if this place wants its colors, I'll give it its colors...

Wait, what's that sound?

Er...



What. How. I- I don't understand...a frantic rush through the papers helps me understand how to remake the damn thing, but how did the bridge collapse??! THIS MAKES NO SENSE. NOTHING MAKES SENSE.

Maybe I should sleep off this headache.



The elves pack up and leave, as if offended by our aesthetic and noise. (Can't imagine why.) Meanwhile, I use the wood I've been saving to start expanding the pastures. (And get rid of a few more trees. I almost feel sorry for my successor, if they intend on cutting down any trees. I lost count on mine.)

Poor As makes for poor company, but company nonetheless. We spend a day or so drinking in silence before I admit toat maybe, maybe I'm not sure what I'm doing, and that if she's in the mood to take over...

A single glance shuts me up. As has seen things; four years she's been here, four years she's yelled at the overseer too many times to count. I guess I should be lucky she's not yelling at me, but I'm not sure the silence is any better. I refil her mug with my special brew, she nods her thanks, we go about our business. But those eyes...

As needs someone to do something.

As needs someone to fix things.

I just hope I can be that person. Or get things ready for whomever can. As much as I've bemoaned my lot in life and this forsaken fortress, sometimes I wonder...

While Gwolfski mandates more millstones, I do a little bit of housekeeping in the pastures. The larger areas Iv'e made should be fine for the heavy grazers, though they're still for the moment in their old homes. I did get one of these, though.



I'm calling him Bob.

Parts of my ramparts are done, but...I'm running low on microcline and mica. I'd like to keep it all nice, aesthetically speaking, but that may be a fool's dream in this place. I may or may not have a minor tantrum and, uh, attempt to take out my frustrations on the next levels of apartments.



At least it's getting rid of the ones we only have one or two of? That, and I'm tired of seeing dwarves suddenly decide to take a nap in the middle of nowhere. If you've got a room - use it!

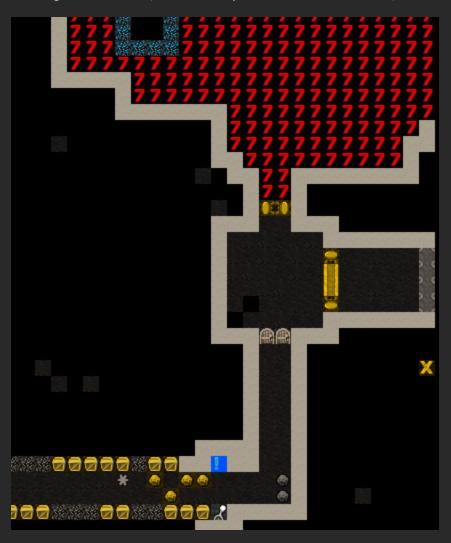
Food Stores: 7252

Meat 380 Seeds 1264

Fish None Drink 20

Plant 3130 Other 2458

Our drink production seems to be stagnating a bit; I set the second (third?) still to work and hope for the best. The farmers report we're running low on seeds, which I duly note down. On a whim, I take a glance down below-



-I'm sure someone much more responsible than me should be playing with this. Knowing my luck, I'll pull a lever and Breadbowl will become a volcano. In an effort to be at least somewhat productive, I-

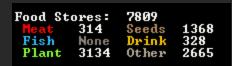


BOB, NO. GET BACK IN YOUR PEN THIS INSTANT. DON'T MAKE ME COME OUT THERE.



DAMN IT, BOB. (http://partybarackisinthehousetonight.tumblr.com/post/81340640809/the-entire-furry-fandom-ww-swagabond)

So much for being productive. While Bob is chased down and brought home (and Fortifications planned to ring his pen - damn aesthetic, I WANT MY BEAR), I quickly lose track with what I was going to do. Something about bees, maybe?...while I can't say no to honey, that may have to wait, because it's becoming apparant that the fortifications may be far more important than food. Can't survive if we're hounded by goblins, after all.



At least the drinks are coming along. And, uh, the magma tree.



That sure is a tree sprouting by magma. Looking at the notes - I guess I was supposed to put some kilns there, maybe forges? I'll figure out out later. Maybe. Possibly. Probably.



At least Bob's back.

AND THAT'S THE END OF SPRING. I switched to Ironhand, have no idea what's up with this and all the dwarves walking around on their side (since that usually happens when they're, you know. Dead.) It worked before Windows reformat; if anyone has any thoughts on how to fix this, much appreciated.

@Dolwin - yeah, I figured I'd 'be good to the elves' since they brought me my teddy bear. (Not that I knew it at the time, but it worked out, didn't it?)

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: ToniK on January 19, 2016, 09:52:15 pm

[how do delete post]

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: TheBiggerFish on January 19, 2016, 10:43:31 pm

(Why do delete post? Breadbowl is awesome.)

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on January 20, 2016, 01:17:35 am

(Aye. The slow speed of play is an off-putter, but I have to say the writing is consistently good.)

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: DDDragoni on January 20, 2016, 01:37:59 am

(Why are we all talking in parenthesis? Is it a secret club? I want in!)
(Also could you give my dwarf the custom profession Granny, seeing as she's liable to drop dead of old age before I get to write as her?)

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on January 20, 2016, 05:12:24 am

Ouote

I switched to Ironhand, have no idea what's up with this and all the dwarves walking around on their side (since that usually happens when they're, you know. Dead.)

Here's what I do to fix graphical issues. It's something of a nuclear option since it also clears out mods, but Breadbowl is vanilla so it should work fine:

- 1. Delete the folder **Dwarf Fortress\data\save\Breadbowl\raw**.
- 2. Copy the folder **Dwarf Fortress\raw** and paste it into **Dwarf Fortress\data\save\Breadbowl** in place of the one you just deleted. This will revert the save to ASCII.
- 3. Now go to the LNP and use it to install whichever tileset you prefer, as well as updating saves.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: ToniK on January 20, 2016, 08:27:25 am

HAHAHA I had posted twice and was trying to figure out how do delete extra post. :)

I'll give that fix a try, Quasar, and work on Summer the rest of the week.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Dolwin on January 20, 2016, 09:20:36 am

Quote from: DDDragoni on January 20, 2016, 01:37:59 am

(Also could you give my dwarf the custom profession Granny, seeing as she's liable to drop dead of old age before I get to write as her?)

Dwarves wont die of old age until 160 at the minimum, so you are guaranteed at least 9 more years. I wouldnt give you someone that would croak at any time:)

Quote from: ToniK on January 19, 2016, 09:18:13 pm

-I'm sure someone much more responsible than me should be playing with this. Knowing my luck, I'll pull a lever and Breadbowl will become a volcano.

The magma divots up top should be for glass forges to get glass pot production running full swing. The levers for the magma filling station should be marked with N to tell you what does what.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on January 20, 2016, 11:09:13 am

Quote from: Dolwin on January 20, 2016, 09:20:36 am

Dwarves wont die of old age until 160 at the minimum, so you are guaranteed at least 9 more years. I wouldnt give you someone that would croak at any time:)

Say, is Hiddenleafguy dead yet?

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: DDDragoni on January 20, 2016, 11:36:12 am

Quote from: Dolwin on January 20, 2016, 09:20:36 am

Quote from: DDDragoni on January 20, 2016, 01:37:59 am

(Also could you give my dwarf the custom profession Granny, seeing as she's liable to drop dead of old age before I get to write as her?)

Dwarves wont die of old age until 160 at the minimum, so you are guaranteed at least 9 more years. I wouldnt give you someone that would croak at any time:)

Wiki (http://dwarffortresswiki.org/index.php/DF2014:Age) puts minimum age for death by age at 150, max at 170, for an average of 160.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: ToniK on January 21, 2016, 05:05:54 pm

Quote from: Bearskie on January 20, 2016, 11:09:13 am

Quote from: Dolwin on January 20, 2016, 09:20:36 am

Dwarves wont die of old age until 160 at the minimum, so you are guaranteed at least 9 more years. I wouldnt give you someone that would croak at any time :)

Say, is Hiddenleafguy dead yet?

Um.....

In my defense, I couldn't find the lever.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: DDDragoni on January 21, 2016, 05:15:22 pm

Quote from: ToniK on January 21, 2016, 05:05:54 pm

Quote from: Bearskie on January 20, 2016, 11:09:13 am

Quote from: Dolwin on January 20, 2016, 09:20:36 am

Dwarves wont die of old age until 160 at the minimum, so you are guaranteed at least 9 more years. I wouldnt give you someone that would croak at any time :)

Say, is Hiddenleafguy dead yet?

<u>Um.</u>.....

In my defense, I couldn't find the lever.

Well, I see no problems with that defense. All in favor of not guilty?

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: ToniK on January 22, 2016, 10:24:34 pm

Whatever was in the drink affecting my vision seems to have cleared up, but any rejoicing is halted by one tiny little fact.

A vile force of darkness has arrived!

Proce Enter to close window



| Zolak, Troll                                                                    | Invader            |
|---------------------------------------------------------------------------------|--------------------|
|                                                                                 | Invader            |
|                                                                                 | Invader            |
| Smunstu, Ogress                                                                 | Invader            |
| Ago, Ogre                                                                       | Invader            |
| Osta. Ogress                                                                    | Invader            |
| Dang, Ogress                                                                    | Invader            |
| Strodno, Ogress                                                                 | Invader            |
| Nguslu, Ogress                                                                  | Invader            |
| Olngö, Ogre                                                                     | Invader            |
| Zolak, Ogress                                                                   | Invader            |
| Zolak, Ogre                                                                     | Invader            |
| Stozu. Ogress                                                                   | Invader            |
| Ago, Ogre                                                                       | Invader            |
| Osta, Ogress                                                                    | Invader            |
| Estrur, Ogress                                                                  | Invader            |
| Smunstu ûmuutes, Goblin Lasher                                                  | Invader            |
| Zolak Saxoazstrog, Goblin Lasher                                                | Invader            |
| Båx Zônåurar, Goblin Maceman                                                    | Invader            |
| Ozud Ozoslaxu, Goblin Crossbowman                                               | Invader            |
| Song Ngosologu. Goblin Swordsman                                                | Invader            |
| Ber Usmdasngom, Goblin Maceman                                                  | Invader            |
| Ngebzo Bongnguksnodub, Goblin Axeman                                            | Invader            |
| Smunstu Kutsmobnog, Goblin Lasher                                               | Invader            |
| Snang Slaxukangsu. Goblin Lasher                                                | Invader            |
| Osnun Astenaslot. Goblin Lasher                                                 | Invader            |
| Ngokang Uksosdang, Goblin Spearman                                              | Invader            |
| Amxu Xusngaslûsnuz. Goblin Hammerman                                            | Invader            |
| Ngebzo Olngösnelo. Goblin Maceman                                               | Invader            |
| Ozud Snustrokuksos, Goblin Maceman                                              | Invader            |
| Ngoso Unsnukstrodno, Goblin Maceman                                             | Invader            |
| Zolak Songrosusm, Goblin Lasher                                                 | Invader            |
| Båx Aslotkedusm, Goblin Lasher                                                  | Invader            |
| Zolak Uksossumtu, Goblin Crossbowman                                            | Invader            |
| Bosa Stustourar, Goblin Crossbowman                                             | Invader            |
| Song Olastosbûb, Goblin Axeman                                                  | Invader            |
| Snang Nozutkutsmob, Goblin Swordsman                                            | Invader            |
| Dang Slorustzolak, Goblin Crossbowman                                           | Invader            |
| Stâsost Amxutostra, Goblin Lasher                                               | Invader            |
| Gozru Lubömosnun, Goblin Pikeman                                                | Invader            |
| Amxu Nolstokutsmob, Goblin Spearman                                             | Invader            |
| Aslot Zolakreng, Goblin Hammerman                                               | Invader            |
| Amyu Urarmut, Goblin Hammerman                                                  | Inuader            |
| Gozru Zomûd, Goblin Axeman                                                      | Invader            |
| Aslot Kutsmobsmusmtä, Goblin Hammerman                                          | Invader            |
| Bosa Mutogosta, Goblin Axeman                                                   | Invader            |
| Atu Urarrusmo, Goblin Crossbowman                                               | Invader            |
| Dostngosp Osmodazstrog, Goblin Crossbowman<br>Zolak Osnazsnodub, Goblin Maceman | Invader            |
| Utas Possiôns Cablin Pikana                                                     | Invader            |
| Utes Bosadông, Goblin Pikeman                                                   | Invader            |
| Ngom Unsnukogur, Goblin Lasher<br>Utas Lastâstasbûb, Goblin Reswit              | Invader            |
| Utes Lostâstosbûb, Goblin Recruit                                               | Invader<br>Invader |
| Asno Ogurtamsmu, Goblin Recruit                                                 | invader            |

### 





The new bridge isn't finished; can Goblins climb? I hope they can't climb. I muster the Earthen Assaults while ringing the alarm bells; my hope is that if the hoards dare the north side in, they'll be halted quickly. They're all certainly finding the north channel entertaining...



...but seem to go right past it. Oh, that's a good thing. That's a very good thing. Please let them go right past it and in to the slaughterhouse. That would be nice. That would be lovely. That would absolutely make my day. I hold my breath with everyone else, but it seems like the invaders either can't climb, or just don't notice the opening; the Earthen Assault seem almost-



WELL I SURE SPOKE TOO SOON. No, you fools, don't rush out, let them rush in-!

```
Morul Kodlolok, Hxedwarf cancels Fill Waterskin: Interrupted by Goblin Maceman.

Morul Kodlolok, Axedwarf cancels Fill Waterskin: Interrupted by Goblin Recruit.

Iton Atheltumam, Brewer cancels Store Item in Barrel: Horrified.

Morul Kodlolok, Axedwarf has been found dead.

Deduk Odgúbvabôk, Peasant cancels Store Item in Stockpile: Interrupted by Goblin Spearman.
```

Lokum Isansazir, Wrestler has entered a martial trance!
'ClearGlass Duty' Othôsmûthkat, Wood Burner cancels Store Item in Stockpile: Item in Coccession.

Damn it.

Incensed by the fall of his brethren, Lokum not only enters a mad state I've rarely seen before - but picks up his breathen's axe and gets to work. For all the good that does.

```
'Mason Haulers' Erushthalal, Mason cancels Stor
inaccessible.
Lokum Isansazir, Axedwarf has been found dead.
```

One of the civilians who thought they were too good stay inside is the next victim. I can't muster the ability to be sad; if the idiot had listened, he'd be alive. Mostly, I'm focused on how the siege is at least split; perhaps it won't be much longer until it's broken entirely?



Why there's a parade to the remains is beyond me. GET BACK INSIDE.





HOW'D YOU GET INSIDE. Belatedly I realize I should have pulled a lever or something, but at least the military's right here. WELL, BOYS, TIME TO EARN YOUR PAY.



GO BEAR, BUY THEM TIME. LET HIDDENLEAFGUY GET AWAY. GO BEAR, GO! (Is Bob safe? DAMN RIGHT HE IS.)

Stockpile: Item inaccessible. The Stray Black Bear (Tame) has been found dead. Thiddenleafguy' Gamilmörul, Herbalist has been found dead.





Oops. Okay, this one may actually be my fault. At least Sanctume is on the job to, uh, clean up. (That is an awful lot of dead animals. At least we're eating well tonight?)

The Dwarven child Thîkut Thadlogem has organized a party at willow Table. 'ClearGlass Duty' Gusilestun, Wood Burner cancels Store Item in

why





Oh, that's why. I...think. Well, I...guess it wasn't as awful as it could have been? Also, how did these get all the way up here?



A goblin diplomat from Behal Rusna has arrived.

I almost send out the militia upon hearing this when the word 'diplomat' processes. Still, my first instincts are wary; there's some humans with them, and I wonder if this is the start of another siege. Or if the humans decided to forego the caravan this year with intentions to declare war.

# A human caravan from Behal Rusna has arrived.

All right, humans, let me tell you; I've a very, VERY bad headache today, and it's not from the booze, which makes it all worse. So I HOPE you intend on taking our gracious 'gifts' of troll and ogre clothing along with all of our handcrafted food...and distracting Gwolfski from finishing the bridge.

### Anig Sheñeeko: Greetings, noble dwarf. There is much to discuss.

Oh, you mean now that we decorated with the body parts of your brethren?

The latest news from Glovedfinger is that a week ago refugees calling themselves The Coalition of Society fled from the area just before an army of The Thin lightmare led by the goblin Gut Biteclasys descended upon the place. A few weeks ago refugees calling themselves The Fellowship of Citadels fled from the area just before an army of The Thin Nightmare led by the goblin Litast Rootsquid descended upon the place. A month ago refugees calling themselves The Sprayed Fellowship led from the area just before an army of The Thin Nightmare led by the goblin Litast Rootsquid descended upon the place. A month ago refugees calling themselves the Society of Glee fled from the area just before an army of The Thin Nightmare led by the goblin Litast Rootsquid descended upon the place. A few months ago refugees calling themselves The Crowded Councils fled from the area just before an army of The Thin Nightmare led by the goblin Litast Rootsquid descended upon the place. A few months ago refugees calling themselves The Natural Band fled from the area just before an army of The Thin Nightmare led by the goblin Litast Rootsquid descended upon the place. A few months ago refugees calling themselves The Natural Band fled from the area just before an army of The Thin Nightmare led by the goblin Litast Rootsquid descended upon the place. A few months ago refugees calling themselves The Youthful Coalition fled from the area just before an army of The Thin Nightmare led by the goblin Litast Rootsquid descended upon the place. A few months ago refugees calling themselves The Neutral League fled from the area just before an army of The Thin Nightmare led by the goblin Ding Mythlined descended upon the place. Months ago refugees calling themselves The Council of Hopping fled from the area just before an army of The Thin Nightmare led by the goblin Liba Matchedtarnish descended upon the place. Months ago refugees calling themselves The Sciety of Roasting fled from the area just before an army of The Thin Nightmare led by the goblin Lab

## Anig Sheñeeko: It has been an honor, noble 'Gwolfski' Uristirtir. I bid you farewell.

...I hate you. Why did I even bother listening in...? Maybe I can find some better company with-

```
As Vucarstinthäd, Cook is stumbling around obliviously!
```

-nevermind. Let's just get the business over with. Since the humans also refuse to take the generous 'offerings', I demand a single piece

of metal for them, and that shuts them up.

| plants         | 11707 | 270 |
|----------------|-------|-----|
| prepared meals | 1482  | 15  |
| cheese         | None  | 260 |
| powder         | 787   | 196 |
| drinks         | 836   | 500 |
| lanuas         | 4047  | 226 |



Sakzul îmäzmeng, Weaver has slipped into depression...

Not everyone is that happy, though. Luckily, Muthkat is ready to rejoin to rest, so I just have them trade places. The humans leave soon after, with their...diplomat.

The merchants from Behal Rusna have embarked on their journey.



THANKS FOR TAKING THE CRAP.

Sakzul îmäzmeng, Weaver has slipped into depression...

I keep getting yelled at for a lack of coal, which means it's charcoal time. We've got a decent amount of wood, so I'm not worried, but I take a look underground to see if we've any actual...you know. Coal. Turns out we've got plenty of lignite, so I promptly direct it to be mined out.

'Fairybrow' Mengzokun, Fairy Eyebrow has bestowed the name Mëbniththarnas upon a paradise nut wood shield!

Also this.



And this. That makes the fortifications (mostly) complete, and...mostly not an eyesore. The expansion of the floors are a little more slow going, but...it'll do for now.

'Mason Haulers' Listmörul, Stonecrafter has been possessed!

What, again? A bit paranoid with all the possessions, I order a few more coffins made, and watch while this one takes most of a month to get all the bits and pieces they need. But after what's enough time to drive ME mad...

'Mason Haulers' Listmörul has begun a mysterious construction!

Speaking of mad, I send Goden back to work. He seems rehabilitated enough. (I say before expecting to send him back within a month. Armok, I'm not drinking nearly enough for this.)

'Mason Haulers' Listmörul, Stonecrafter has created Lebes Rinmol, a quartzite bracelet!

This is a quartzite bracelet. All craftsdwarfship is of the highest quality. It is studded with iron and decorated with alpaca wool. This object menaces with spikes of rope reed fiber. On the item is an image of four-pointed stars in quartzite.
On the item is an image of `Gwolfski' Daggerdangles the dwarf and horned melon vines in gray langur leather. `Gwolfski' Daggerdangles is surrounded by the horned melon vines.
On the item is an image of a emerald cut gem in bitter orange wood. On the item is an image of wild boar men in pig iron.
On the item is an image of Vucar Notchlashed the dwarf and dwarves in gray langur leather. Vucar Notchlashed is surrounded by the dwarves. The artwork relates to the ascension of the dwarf Vucar Notchlashed to the position of king of The Old Nets in 3.

Or this. Sigh.

Sakzul îmäzmeng, Weaver has slipped into depression...

AND THAT WAS SUMMER. One question- where the heck's the lever that controls the bridge by the barracks? Not the West bridge's, the one that forces them to go through the barracks if they want to get inside. Hiddenleafguy paid for my ignorance, along with some animals :(

Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!)
Post by: Dolwin on January 23, 2016, 01:07:16 am

Quote from: Dolwin on December 30, 2015, 06:44:46 pm



A view of the dining hall. The lever in the southwest corner needs to be pulled while under siege in order to remove the caravan access point where invaders could bypass the barracks.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on January 23, 2016, 01:19:06 am

I can't help but wonder what's going on in that goblin diplomat's mind. Every year he pays us a visit, every year he finds a mountain of goblin and ogre corpses waiting for him.

Hiddenleafguy was dead. The news ran through Breadbowl like a wildfire. Poor Sazir Boattrails was now a widowed dwarf, lost of both son and husband.

But perhaps most importantly, the manager post was free once more - as well as the assorted noble digs that came along with it. Dwarves weren't by nature unsentimental beings, but when there were only three belowground bedrooms in a fortress, you don't give up any chances that come by.

Fricken' called it.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on January 23, 2016, 01:25:35 am

That animal pen north of the giant hamsters is cursed. We had a nice tiger from the elves that was soon after pummeled to death by civilians. Cage traps before that door should be a nice defense.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on January 23, 2016, 02:06:13 am

Quote from: Sanctume on January 23, 2016, 01:25:35 am

That animal pen north of the giant hamsters is cursed.

All places have their rumours, and Breadbowl is no exception. One in particular stands out.

It's said a dwarf in Breadbowl who is fated to die shortly will hear the music. It draws them out, to surface, to the animal pens.

It's said the music has no words, just notes. A haunting, disembodied refrain.

Di da-dee da dee da do do, deee ba dee-dee doh, Didi-didi-didadiluda ludadidiludada dee doooh...

Of course, it's just a rumour. There's probably nothing to it. But I saw the look HiddenLeafGuy's face before he went upstairs. I can't shake the feeling that he knew, somehow. That he'd accepted it.

[Raises a mug]

To HiddenLeafGuy!

Title: Re: Breadbowl: a Succession Farm [40.24] (Requesting Overseers!)

Post by: ToniK on January 23, 2016, 09:25:50 am

Quote from: Dolwin on January 23, 2016, 01:07:16 am

Quote from: Dolwin on December 30, 2015, 06:44:46 pm



A view of the dining hall. The lever in the southwest corner needs to be pulled while under siege in order to remove the caravan access point where invaders could bypass the barracks.

Did you put a Note on it, or did I just keep missing it because I'm Awesome?

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: ToniK on January 30, 2016, 04:48:31 pm

Autumn will be up by EOD, I'll edit this post if there's no replies before then. :)

Sorry about the delay, RL happened and I'd rather not get in to it any more than that. I'll be running Winter during the week.

One of the rhinos went wild. Steaks tonight!



Still, there's a bit of a somber air over the fortress. Our goal, after all, has been to feed the Mountainhome. We've only had so much production this year, so maybe I should work on pumping that...

```
militia captain

Efon Lolokdomas, Watch Zefon [REQUIRE][DEMAND][MANDATE]

Enter: View Unit/Fill Vacancy

Esc: Done

S: Settings
Esc: Done

C: Becoming the Capital
```

...huh.

FPS: 100 (24)

Architecture

Desired: 10000\*

Current: 273855\*

Becoming The Capital

Becoming The Capital

Becoming The Capital

Offerings

Current: 0\*\*

**H u h.** Maybe I should work on bribing...but first things first. Food production.



OLM BURGERS, GO.



PRIORITIZING CHEFS, GO. BREWERS TOO-

Kumil Gostilral has created a masterpiece %rice flour roast [10]\*!
Rakust Dakostlogem, Brewer cancels Brew drink from plant: Needs empty
food storage item.

-oh they're coming. You wait. CRAFTDWARVES, TO WORK!



Sazir Kogankälán, Watch Sazir [REQUIRE][DEMAND][MANDATE]
'May' Olinesmul, chief medical[REQUIRE][DEMAND][MANDATE]
'Quasar' Ustutharkim, mayor [REQUIRE][DEMAND][MANDATE]
'May' Olinesmul, chief medical[REQUIRE][DEMAND][MANDATE]
UACANT bookkeeper militia captain

Now that I've figured out most of those...I figure I'll work on the pasture. The ones for these guys. (Meanwhile, the Olms breed faster than we can slaughter.) In the meantime, Sazir - Hiddenboatguy's widow - approaches me, and after a civil and friendly discussion in which nobody is blamed or held accountable for items and/or notes that were in plain sight all of this time, we have a new manager. Just in time, because this year?

○ 环 型網下下 The outpost liaison Fath Likotoslan from Egarkib has arrived. [

This year my hasty preparations may have been too late.

Fath Likotoslan: I am your liaison from the Mountainhomes. Let's discuss your situation.

Months ago Olin Mobbedhames became mayor of The Living Constructs, replacing Sigun Weaverdiamond.

Thankfully, this liaison's brief. As I recall, we need to order more gypsum plaster, but other than that...I can only watch as our hard-made food is hauled away. But will it be enough to appease...? I keep comparing the numbers to last year, keep comparing myself to last year, as Quasar ONCE AGAIN takes her damn sweet time and I'm done comparing. I'm drinking the first ale as soon as these bastards leave. Quasar can handle whatever heckling we're in store for. I do, ah, make sure one thing in particular happens.



No, not this. (Oops.)

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(-cedar splint-)
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(-«cashew wood splint»-)

*Armor Bin (bitter orange wood)*

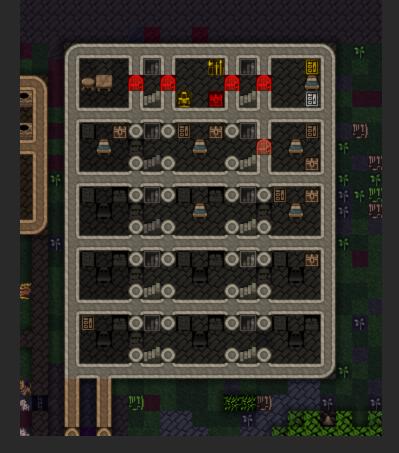
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THERE we go. Back to work, everyone, nevermind the ogress terrorizing the depths, military will be there soon...



See? Everything's fine. Just...clean-up on route three, please. I'll do some cleaning up elsewhere. Look, pastures!





...I am drastically running out of little things to do. I'm already working on making sure everyone in the apartments has the most basic of furniture, but...

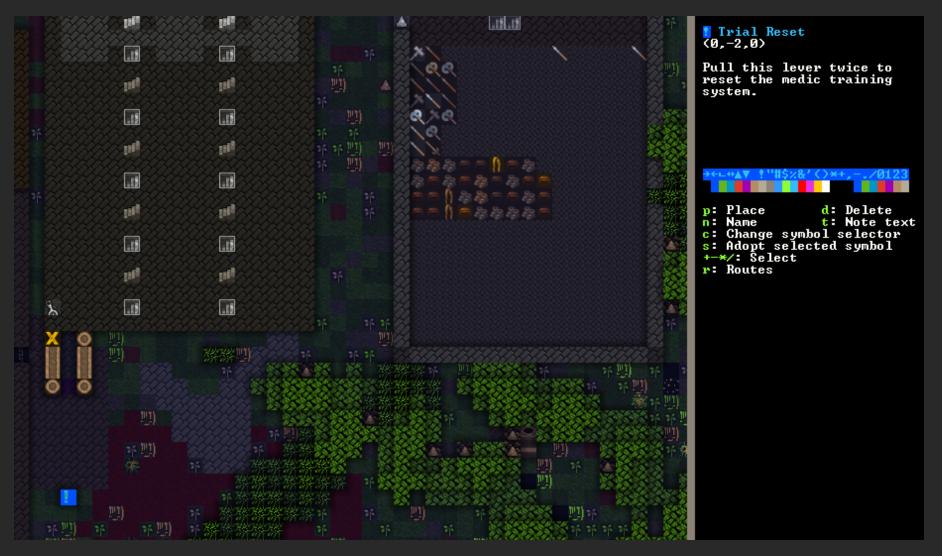
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BYE, THANKS FOR...TAKING...NINETY NINE PERCENT OF THE BOOZE, LEAVING THE ONE PERCENT FOR ME!

```
Sakzul îmäzmeng, Weaver has slipped into depression...
```

Oh, grow up. I need it more than you do. In fact, new rule; overseer gets twice the amount of alcohol rations of everyone else, good until the end of this year. One out of one doctors (me) agree. And speaking of doctors-



This seems important. Hey, Quasar, got an important job for you. Only can be trusted to the highest of dwarves. Super essential. No, I'm not drunk. There isn't enough alcohol in this place yet for me to get tipsy. I'm serious, just come take a look, see that lever?



You know what to do. (Hey As, watch this.)

As Vucarstinthäd, Cook has slipped into depression...

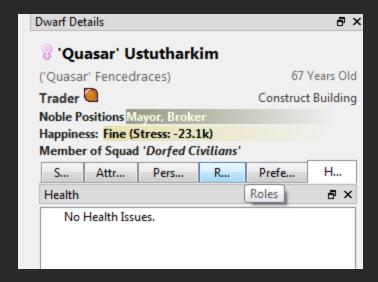


Er, wait, why is the dog...?



A medium-sized highly social mammalian carnivore. It has a keen sense of smell. It can be trained to obey commands.

Her right front paw is mangled beyond recognition. Her right front paw is oozing Udil Ochreplaits's dog blood. Her left rear leg is bruised. Her right front leg is bruised. She has an enormous build but is very skinny. Her hair is dark brown. Her ears are buff. Her tail is dark tan. Her head is copper. Her front paws are gray. Her rear paws are beige. Her skin is copper. Her eyes are pale brown.



And Quasar didn't even- I suddenly recall I've important things to do. Like magma! Magma sure is important.



And that sure is magma. From what I can tell, there are a few notes here, so let's just give this a try, and-



-success! I think. Nobody died from it, which is always good. Now to figure out how to move it abovegr-

→Rovod Kolsibrek, Peasant withdraws from society...

Rovod Kolsibrek has begun a mysterious construction!

-well, at least it's not another possession. On the other hand, I think we need to slaughter more animals. And despite the magma's success - by which I mean lack of setting any dwarves on fire - I'm a bit stumped as to how to move it aboveground. Obviously by pushing the carts, but- well, whatever.

Rovod Kolsibrek, Peasant has created Lalturtunom, a water buffalo bone buckler!

Press Enter to close window

This is a water buffalo bone buckler. All craftsdwarfship is of the highest quality. It is encircled with bands of round brilliant cut precious fire opals. This object menaces with spikes of water buffalo bone.

On the item is an image of Zolak Birdfly the human and Liyiyi Velvetfolded the Praised Singed Fungus of Targeting the elf in rope reed fiber. Liyiyi Velvetfolded the Praised Singed Fungus of Targeting is striking down Zolak Birdfly. The artwork relates to the killing of the human Zolak Birdfly by the elf Liyiyi Velvetfolded the Praised Singed Fungus of Targeting in The Round Gulf in the midspring of 237 during Odnakök. "The Scraped Assaults".

Now this? This I can get behind. Literally. Finally, something useful! Unlike the brewers, who're running out of things to brew. A quick reassignment on what plants to grow gets the farmers moving again, anyway, so hopefully the low stock of drink won't remain that way for much longer. Except for the fact that I'm then told it's not so much about WHAT they can brew, but what they put it in. Apparently pots aren't going to work...well, easy enough to fix. I'd just better move quick, because winter isn't coming.

It's here.

I think I may have screenshotted my trading stock incorrectly in the past caravans. I noticed a HUGE difference made when it came to time; I believe what happened was that I reported on the levels BEFORE the dwarves had moved everything to the depot, which in turn gave incorrect #s as to what was traded away. :X!!!!!!

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on February 02, 2016, 11:15:31 pm

Surprise update?!

Kind of bummer about the trading thing... anyway. Was a nice touch to give Sazir the manager post;). Also, did you just try to murder Quasar?

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on February 03, 2016, 12:10:39 am

Quasar still sporting that gold crutch.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: ToniK on February 03, 2016, 08:45:18 am

Quote from: Bearskie on February 02, 2016, 11:15:31 pm

Surprise update?!

Kind of bummer about the trading thing... anyway. Was a nice touch to give Sazir the manager post;). Also, did you just try to murder Quasar?

I mean if by 'murder' you mean 'performing a science experiment' then maybe.

I THOUGHT SHE'D JUST GET A BROKEN LEG AND/OR ARM, NOT DIE.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on February 03, 2016, 09:18:44 am

Quote from: ToniK on February 03, 2016, 08:45:18 am

Quote from: Bearskie on February 02, 2016, 11:15:31 pm

Surprise update?!

Kind of bummer about the trading thing... anyway. Was a nice touch to give Sazir the manager post;). Also, did you just try to murder Quasar?

I mean if by 'murder' you mean 'performing a science experiment' then maybe.

I THOUGHT SHE'D JUST GET A BROKEN LEG AND/OR ARM, NOT DIE.

If she breaks another leg, will she get a 2nd crutch? I suggest making platinum crutch and forbidding the gold crutch in the hospital chest.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on February 03, 2016, 11:06:50 am

If that happens, I suppose we'll have to call Quasar.... double platinum. \*shzaaam\*

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Dolwin on February 03, 2016, 03:17:09 pm

~Surgeon's Journal - Autumn~

It has been quite a relief not having the burdens of leadership this year. ToniK has done a fine job as my successor, a few innocent mishaps aside.

While I am quite pleased at his approval and renewed usage of the medical training system, choosing Quasar as the next test subject might be a tad harsh. Assigning those whose profession of choice that starts with 'Fish' has always been my preferred method, but it is no longer in my hands. It was both very fortunate that Quasar was unhurt, yet frustrating that I have not yet been able to sharpen my skills to their potential yet.

On a positive note, I didnt have to activate Contingency Plan Omega during the summer siege, although it was a close thing there for a while. If the goblins stick to their usual routine, we are due for another siege here in the upcoming months as well. No one has discovered Omega yet, so my escape path remains secure for now. Brawling my way to it would be a huge waste of time; time that I most likely wouldnt have to spare if and when the time comes for Activation.

Time marches on, and Breadbowl will march right along with it. May Armok bless us and smite our foes!

~~End of Autumn entry~~

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: ToniK on February 07, 2016, 06:40:00 pm

I'm getting some crashing issues; anyone know if there's a way to track what exactly is bugging out on me?

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: DDDragoni on February 07, 2016, 06:55:01 pm

Quote from: ToniK on February 07, 2016, 06:40:00 pm

I'm getting some crashing issues; anyone know if there's a way to track what exactly is bugging out on me?

The only consistent crash I know of is trees growing into designated constructions. Are there any of those around?

Also, what's the exact error message?

Title: Re: Breadbowl: a Succession Farm [40.24]

Post by: MoonyTheHuman on February 07, 2016, 07:43:29 pm

Dorf me as a crazy mechanic (possibly?)

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on February 07, 2016, 08:13:42 pm

Quote from: DDDragoni on February 07, 2016, 06:55:01 pm

Quote from: ToniK on February 07, 2016, 06:40:00 pm

I'm getting some crashing issues; anyone know if there's a way to track what exactly is bugging out on me?

The only consistent crash I know of is trees growing into designated constructions. Are there any of those around?

Also, what's the exact error message?

Those trees (and branches / leaves) growing into constructions on walls.

Sapplings in the pasture/dirt where it grows up into constructed floors -- like in that enclosed pastures, some of them have 2nd flooring.

Those empty stock piles prevent tree growth, but it will continue to grow if the stockpile is removed. build dirt floor, then build constructed floors over those and on unwanted sapplings.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: ToniK on February 10, 2016, 11:18:11 pm

Quote from: DDDragoni on February 07, 2016, 06:55:01 pm

Quote from: ToniK on February 07, 2016, 06:40:00 pm

I'm getting some crashing issues; anyone know if there's a way to track what exactly is bugging out on me?

The only consistent crash I know of is trees growing into designated constructions. Are there any of those around?

Also, what's the exact error message?

I played around with the pending buildings and it looks like it was that. Didn't give me any specifics, just the DF HAS CRASHED BLUH BLUH.

Update coming next post, uploading pics now. Wanting to do it separately for easy linkiness.

@Moony- I didn't see your request until I hit spring, my apologies! Next overseer will have to dorf you.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: ToniK on February 10, 2016, 11:57:34 pm

About this time, I'm regretting ever even thinking of an elf.

```
o become a Stray Billy Goat.
Carpenter cancels Make wooden Barrel: Needs logs.
Cooked a masterpiece!
Carpenter cancels Make wooden Barrel: Needs logs.
has been slaughtered.
Carpenter cancels Make wooden Barrel: Needs logs.
Carpenter cancels Make wooden Barrel: Needs logs.
Carpenter cancels Make wooden Barrel: Needs logs.
Cooked a masterpiece!
become a Stray Nanny Goat.
as cooked a masterpiece!
has given birth to a goat kid.
has been slaughtered.
cancels Tan a hide: Needs unrotten
y part.
Carpenter cancels Make wooden Barrel: Needs logs.
```

I've also lost track of how many trees I've ordered cut down...so I order a few more to be felled. This seems like a problem for the next overseer, not me. Isn't that right, Bob?



```
Make wooden Barrel
Render fat
Make soap from tallow
Make soap from oil
Make rock Pot
Construct rock
               Door
Construct
          rock
               Cabinet
Make coke from lignite
Make soap from tallow
          clear glass Blocks
Construct
Make bone
          bolts
     bone
          bolts
Make bone bolts
```

And I may as well do something with all these animals I'm slaughtering. I order some restock of the armory while finishing up my work on the walls. I may've gotten some strange looks, but when we need to throw some ballista on here, yeah, we'll see who's laughing then.



Probably not me. I'll either be already dead or about to be. Or drunk. Sigh.

Hn animal has become a Stray war Khinoceros. 'Wild Thing' Giginfath has grown to become a Rick Vaughn.

...am I already drunk? Possibly. Maybe for not realizing I could chop these trees down without pissing off the pointy-ears, of course!



...and then everybody promptly starts to pick up 'equipment'. What equipment?



GET BACK INSIDE. er. UPSTAIRS. WHAT DO YOU THINK YOU'RE

```
'Chef' Kivishthîkut has cooked a masterpiece!'
'ClearGlass Duty' Kûbuktenshed, Wood Burner cancels Pickup Equipment:
Interrupted by Cave Crocodile.
Asen Udilnîles has become a Axe Lord.
```

you know i really don't feel bad for you at all. But I promptly ask myself; how many dwarves does it take to kill a cave crocodile?



bruising the muscle! The Carpenter punches The Cave Crocodile in the head with her right hand, bruising the muscle! The Miner punches The Cave Crocodile in the head with her left hand, bruising the muscle!

The Clothier punches The Cave Crocodile in the head with his right hand, bruising the muscle!

The Metalcrafter punches The Cave Crocodile in the head with her right hand, bruising the muscle! hand, bruising the muscle!
The Clothier punches The Cave Crocodile in the head with her right
bruising the muscle!
The Campatan muscle! The Carpenter punches The Cave Crocodile in the head with her right hand, bruising the muscle! The Pump Operator punches The Cave Crocodile in the head with her right hand, bruising the muscle!
The Woodworker punches The Cave Crocodile in the head with her right hand, bruising the muscle!
The Clothier punches The Cave Crocodile in the head with her right hand, bruising the muscle!
The Clothier punches The Cave Crocodile in the head with his left hand, bruising the muscle!
The Carpenter punches The Cave Crocodile in the head with his left hand, The Carpenter punches The Cave Crocodile in the head with her right hand, bruising the muscle!
The Miner punches The Cave Crocodile in the head with her left hand,
bruising the muscle!
The Pump Operator punches The Cave Crocodile in the head with her right hand, bruising the muscle! The Metalcrafter punches The Cave Crocodile in the head with her left The Metalcrafter punches The Cave Crocodile in the head with her left hand, bruising the muscle!
The Clothier punches The Cave Crocodile in the head with his left hand, bruising the muscle!
The Woodworker punches The Cave Crocodile in the head with her right hand, bruising the muscle!
The Clothier punches The Cave Crocodile in the head with his left hand, bruising the muscle!
The Carpenter punches The Cave Crocodile in the head with her right hand, bruising the muscle! The darpenture of the muscle!

The Herbalist punches The Cave Crocodile in the head with his left hand, bruising the muscle!
The Miner punches The Cave Crocodile in the head with her right hand,
bruising the muscle!
The Pump Operator punches The Cave Crocodile in the head with her right hand, bruising the muscle! The Woodworker punches The Cave Crocodile in the head with her left hand, bruising the muscle!
The Clothier punches The Cave Crocodile in the head with his right hand, bruising the muscle!
The Metalcrafter punches The Cave Crocodile in the head with her right hand, bruising the muscle!
The Clothier punches The Cave Crocodile in the head with her right
bruising the muscle!
The Miner punches The Cave Crocodile in the head with his left hand,
bruising the muscle!
The Cave Crocodile in the head with her right hand,
bruising the muscle! The Carpenter punches The Cave Crocodile in the head with her left hand, bruising the muscle! The Herbalist punches The Cave Crocodile in the head with his right hand, bruising the muscle! The Pump Operator punches The Cave Crocodile in the head with her right hand, bruising the muscle!

Eventually I feel merciful and send in the military to kill it. And then I get another lot of complaints-

```
Need office.

'May' Olinesmul, chief medical dwarf cancels Update Stockpile Records:
Need office.

'May' Olinesmul, chief medical dwarf cancels Update Stockpile Records:
Need office.

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Need office.

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Need office.

'May Olinesmul, chief medical dwarf cancels Update Stockpile Records:
Need office.

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Need office.

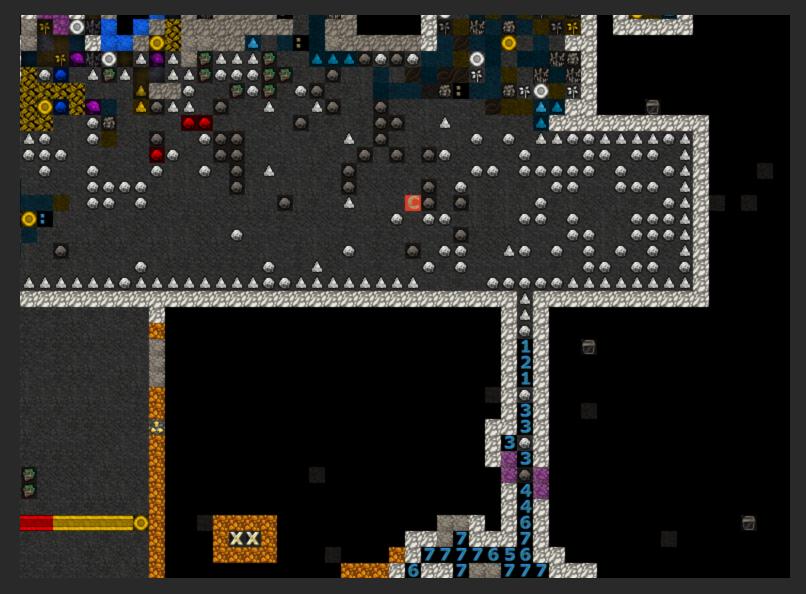
'May Olinesmul, chief medical dwarf cancels Update Stockpile Records:
Need office.
```

Miss Manager has decided that her above-ground office is no longer good enough. Not that I can blame her, seeing as...well, look!



Why would you do this! This is unsanitary and unsanity! I order a roof put on and hope that shuts her up. (It does.) Anyway, I've got

another project to do before the year's up.



This? This, in a few years, will be trees. Trees to ensure the elves won't have us under their thumbs forever. Sure, it'll take a while, but it's a start.

...feels like that's most of what I've done here. Starts. The weather's changing again, and while the battlements are almost done, they're not quite there. Oh, the fortifications are done, but me?...

...I think it may be time to go find As.

WELL THAT WAS FUN, GLITCHY, AND EDUCATIONAL. I actually learned a heck of a lot through playing this; I'm just sorry it took like a month to do! Few notes-

- --While the minecarts below have magma in them, I couldn't figure out how to move them upwards.
- --We're only at about 50/121 trees cut down.
- --The irrigation is halted for now; I've also dug out a lot of spaces, but I've created bridge setups where once all the rocks are drawn out we can close them to try and save on lag.
- --Continued the clear glass creation, we've almost got all the farms covered.
- --Did a lot of small housekeeping; a lot of the apartments have both chests and cabinets now.
- --Save is http://dffd.bay12games.com/file.php?id=11762 (http://dffd.bay12games.com/file.php?id=11762)! I have converted it to ASCII.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Bearskie on February 11, 2016, 06:03:17 am

I've just booted up the save.

ToniK?

I think you really should've played for 1 more minute.

Spoiler: DRAMA! (click to show/hide)

"'Shul-nak' Foldedirons is dead. Waaaaa..." ver the long term. 'Tonik' Abalineth has been under a great deal of stress. She is dejected when caught in the rain. She is afraid after experiencing rieves at somebody's death. Within the last season, she was horrified after seeing a goblin die. She was horrified after seeing a goblin die. She was horrified after seeing a cave crocodile die. She didn't feel anything after seeing the forgotten beast Thol the Night of Burying die. She was horrified after seeing the goblin Bosa Dancewitches die. She was horrified after seeing a tell anything after seeing a else bird die. She was horrified after seeing a tell bird die. She was horrified after seeing a troplodyte die. She felt pleasure near her own fine Bed. She was bleeping in a fantastic bedroom. She didn't feel anything while in conflict. She was horrified after seeing a goblin die. She was horrified after seeing a donkey die. She was horrified after seeing a ogress die. She felt isolated after being unable to find somebody by on. She felt satisfied at work. She didn't feel anything after seeing a black bear die. She was horrified after seeing the coati die. She didn't feel anything after seeing a sloth bear die. She was horrified after seeing the goblin Amxu Gorgedmenaced lissful dining in a legendary dining room. She felt pleasure near a fine Paved Road.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: ToniK on February 11, 2016, 09:35:33 am

Quote from: Bearskie on February 11, 2016, 06:03:17 am

I've just booted up the save. ToniK?

I think you really should've played for 1 more minute.

Spoiler: DRAMA! (click to show/hide)

"`Shul-nak' Foldedirons is dead. Waaaaa..."

Over the long term. 'Tonik' Abalineth has been under a great deal of stress. She is dejected when caught in the rain. She is afraid after experiencing trauma. She grieves at somebody's death. Within the last season, she was horrified after seeing a goblin die. She was horrified after seeing a goblin die. She was portified after seeing a goblin die. She didn't feel anything after seeing a feel anything after seeing a feel anything after seeing a goblin die. She was irritated when thirsty. She didn't feel anything after seeing a elk bird die. She was horrified after seeing a troglodyte die. She felt pleasure near her own fine Bed. She was blissful after seeing a fantastic bedroom. She didn't feel anything while in conflict. She was horrified after seeing a goblin die. She seeing a goblin die. She didn't feel anything after seeing a donkey die. She was horrified after seeing a goblin die. She didn't feel anything after seeing a black bear die. She felt isolated after being unable to find somebody in charge to cry on. She felt satisfied at work. She didn't feel anything after seeing a black bear die. She was horrified after seeing a wild boar die. She didn't feel anything after seeing a wild boar die. She didn't feel anything after seeing a bloth bear die. She was horrified after seeing the coati die. She didn't feel anything after seeing a sloth bear die. She was horrified after seeing the coati die. She didn't feel anything after seeing a floth bear die. She was horrified after seeing the coati die. She didn't feel anything after seeing a floth bear die. She was horrified after seeing the coati die. She didn't feel anything after seeing a floth bear die. She was horrified after seeing the coati die. She didn't feel anything after seeing a floth bear die. She was horrified after seeing the coati die. She didn't feel anything after seeing a floth bear die. She was horrified after seeing the coati die. She didn't feel anything after seeing a floth bear die. She was horrified after seeing a floth bear die. She was ho

EXCELLENT, I CAN JOIN AS IN THE HAPPY PLACE!

(I still don't know how/why that undorf'd dorf became an important NPC. It just happened.)

also jfc how did he die???

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Bearskie on February 12, 2016, 10:44:38 pm I've... got no idea. Talk about dropping dead. Also, I believe we've missed an overseering request few pages back.

Quote from: Japa on December 16, 2015, 11:00:06 pm

I'd like to take a turn of this, please.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Japa on February 13, 2016, 12:15:53 am

You missed where I pulled out.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: DDDragoni on February 13, 2016, 12:38:20 am

It was the first day of Spring, and the dwarf was 153 years old. I thought I would be the one dying of old age immediately before my turn started.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on February 17, 2016, 09:59:03 pm

Mibad about that Japa. By the way, it's been a week, and Shul-nak appears to be inactive. Can we pass this down to DDDragoni before he drops dead of old age?

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: DDDragoni on February 18, 2016, 11:11:36 pm

Quote from: Bearskie on February 17, 2016, 09:59:03 pm

Mibad about that Japa. By the way, it's been a week, and Shul-nak appears to be inactive. Can we pass this down to DDDragoni before he drops dead of old age?

If there's no objections, I'll grab the save tomorrow. (https://www.google.com/url? sa=t&rct=j&q=&esrc=s&source=web&cd=1&cad=rja&uact=8&ved=0ahUKEwjthZvm-

oLLAhUFKWMKHSMLBVwQyCkIHjAA&url=https%3A%2F%2Fwww.youtube.com%2Fwatch%3Fv%3DdGFXGwHsD\_A&usg=AFQjCNEC28MLf EEiFF1-Ns2Slc9xw8Cfnw&sig2=x5NpdQ7pbfR4c45gMQVuoA&bvm=bv.114733917,d.cGc)

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: DDDragoni on February 22, 2016, 12:04:07 pm

Sorry for the delay, a bunch of real life stuff cropped up, so I'm going to have to ask to be bumped down the list. Sorry!

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on February 22, 2016, 12:11:47 pm

Oh no, you're giving the Duke Gwolfski the reigns of power sooner!

The presence of giant hamsters may save us all!

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Gwolfski on February 22, 2016, 02:48:51 pm

actually, the duke has business in Icehold (don't ask, the duke has his.... hobies) so zuglarkun can go before me!

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on February 24, 2016, 09:41:02 am

So I just found Project Omega. Which is weird, because I was actively looking for it after Dolowin's turn but I could not find it at all. Only after I took an Armok Vision tour into post-Tonik Breadbowl that I *finally* noticed it. Strange, but it is somehow hiding in plain sight. Reminds me greatly of Gemclod (http://gregshort.net/goondorfs/gemclod/Update%20115/index.html).

Spoiler: Breadbowl (click to show/hide)



Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Zuglarkun on February 24, 2016, 10:27:15 am

Quote from: Sanctume on February 22, 2016, 12:11:47 pm

The presence of giant hamsters may save us all!

Did someone say giant hamsters?

<- This is what we do to giant hamsters! \*is restrained before she throws her life away\*

I've picked up the save and should be able to squeeze in some play time over the weekend.

EDIT: If anyone else picked up the save and wondered why the dwarves and animals appear in graphics instead of ASCII, it is because the graphics folder was not deleted. This should be fixed now.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Bearskie on February 24, 2016, 12:07:26 pm

Remember, if you run into further tile problems, it can be easily fixed by overwriting the save's raws with fresh vanilla DF40.24 raws.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Dolwin on February 24, 2016, 12:12:51 pm

Quote from: Bearskie on February 24, 2016, 09:41:02 am

So I just found Project Omega. Which is weird, because I was actively looking for it after Dolowin's turn but I could not find it at all. Only after I took an Armok Vision tour into post-ToniK Breadbowl that I *finally* noticed it. Strange, but it is somehow hiding in plain sight. Reminds me greatly of Gemclod (http://gregshort.net/goondorfs/gemclod/Update%20115/index.html).

Hopefully that means my escape route will be clear in the future. Regardless, the user will be able to leave Breadbowl in a hurry if the need arises:)

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Imic on February 25, 2016, 08:07:47 am

I have been reading this for a while now, and im on page 12. This was just too good for words. I have, have to be dorfed. If the legendary amouror, olon, is still around i would like him. If not, a hammerdorf would do fine. I might even apply to be overseer.

Maybe.

Nevermind, olon is taken. A hammerdwarf will do. Male preferably.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on February 25, 2016, 09:15:08 am

Quote from: Zuglarkun on February 24, 2016, 10:27:15 am

Quote from: Sanctume on February 22, 2016, 12:11:47 pm

The presence of giant hamsters may save us all!

Did someone say giant hamsters?

<- This is what we do to giant hamsters!

\*is restrained before she throws her life away\*

I cannot remember why for some Armok-reason the name Zuglarkun relates to hamsters. Something's amiss.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Zuglarkun on February 29, 2016, 02:49:59 pm

Spoiler: Oh no I'm late! (click to show/hide)

### Prologue

### 1st Granite 243

"Damn it, I'm gonna be late for combat training! Curse this blasted rain!"

0 19) 0 19) 则非 19)

15 0

larkun glarku Zug Town ented ented Discip ter endar nted Combat Labor Misc

"What is with this constant downpour? I'll have to oil down my armor and rub off the rust **again**."

I cursed under my breath as I trudged my way across the soggy fields of dog tooth grass and lush grama, holding up my candlenut shield in a futile effort to ward off the rain.

Spoiler: Gah! Rain! (click to show/hide)

Zuglarkun Towntempted 100 (36) ostbecor Spearmaster ™I was out in the rain It makes me so grouchy! She is grouchy when caught in the rain Within the last season

I'd arrived in Ímarust (Ahhh! Stop reminding me with the rust!) around 4 years ago to ply my craft as a woodcutter and fisherdwarf. I remembered that it was raining heavily then, as it is now. Damn rain never lets up in this place. Of course, they took one good look at me and put me in the military instead where I can't even wield an my axe or touch a fishing pole. Of course by now I'm pretty much resigned to my lot in life, at least the lack of fishing activity will keep me away from those-Spoiler: damn oysters. (click to show/hide)

She absolutely detests oysters

Did I mention I absolutely detest those icky slimy things? Did you know they **squirt**?? As a fisherdwarf I had to be careful of how I picked my fishing spots at low tide in order to avoid entire clusters of those wretched things as they squirted their bodily fluids over the bloody place. All the doctors at home said I had some sort of *ostraconophobia* or was it *phallophobia*? But I simply don't quite trust the judgement of any fellow that detests *hamsters*.

Still, things aren't too bad around here, if you overlook the constant rain, the periodic lack of booze, the wereskunks, the gem monsters, the goblin sieges and the smell of manure everywhere.

Spoiler: At the barracks... (click to show/hide)



"You're late." Said Taupe as he demonstrated the **Zimeshabod**, dodging an oncoming blow from Olin and tapping his shoulder while Thob and Sodel looked on and tried to replicate the movement.

"I'm sorry! It was the damn rain I-"

"-No matter, you are excused from this morning's training, the Duke is expecting you in his office."

"What could he want from me?"

"I don't know but you better- **Too slow! Anticipate the blow, then dodge and attack in the same movement!**" Barked Taupe as he demonstrated the move once again with no wasted motion.

Taupe turned towards me.

"You'd better hurry." he said matter of factly, before returning to a relaxed position and dodging another blow from Olin.

As I made my way across the pens and pastures towards the living quarters and dining area, I came across a most depressing sight.

Spoiler: Making a scene (click to show/hide) has arrived on the calendar ok i mmamot found dead Tame) Ostdatan Legendary Weaponsmit i s really dead Waaaaa Shul-nak irons 血 四) 1 1 1 4 뻸 10 tail sock) x ≡rope rope reed 4-4robe≡x ber iber x rope (troll cap 剪 fur sock) buffalo l pider sil cave spider cave spider cave spider fur shoe) fur shoe) eather c k dresso er silk er silk ≡water cloak cave (giant (giant (troll cilov, wire or left shul\*Na (troll fur shoe) (cave spider silk trousers) Shul-nak Ostdatan s corpse olive wood Road Furrowed sandy clay

Apparently, Shul-Nak was playing with his niece, ToniK with his wife Cilob following in tow, when he keeled over in front of the dining quarters and passed away at the ripe old age of a hundred and fifty five. Tonik who had been under quite a lot of stress lately simply couldn't retain her composure and burst into a fit of tears, while Cilob whom is rather old herself tries to face the death of her husband with some dignity, trying to-

Spoiler: hide her grief. (click to show/hide)

Shul-nak Foldedirons is really dead I cannot be overwhelmed by grief!

he grieves at somebody s death She is afraid after experiencing trauma

Edem, busybody that she is, tries to lecture ToniK, whom is getting on in age herself, about the need for composure and trying not to make a scene and interrupting everyone else.

Spoiler: nosy bugger (click to show/hide)

PS: 100 (37) Edem Gusilineth Edem Coppercity Mason

MPlease maintain your dignity

This was way too late of course, everyone in the vicinity is still in shock from Shul-nak's sudden demise. I left them to their own devices and made my way down the stairway to the Duke's quarters below.

The Duke wasn't in at the moment, so naturally I went next door to the Mayor Quasar's office to see if she knew what was going on.



The Mayor has her hands full at the moment trying to placate a depressed Bearskie and a oblivious As who is clearly off her rocker, stumbling about all over the place and knocking over furniture.

"Yeah I know I have trouble controlling my temper. But there's nothing like a good brawl you know?" Muttered Bearskie indignantly. The moody Bearskie stood in stark contrast to Mayor Quasar, whom seemed oddly pleased with herself.

"AHHHHHHHHHHHHHHH!! I CAN'T STAND IT ANYMORE! AHHHHHH!! ITS ALL GETTING ME DOWN!! AHHHHHHHH!! WHY DOESN'T ANYONE DO ANYTHING?" Yelled Bearskie into Mayor Quasar's ear.

The Mayor though, nary flinched and instead smiled with an aura of inner peace.

"There there, don't you feel better now Bearskie for getting that off your chest?"

"Why... I suppose I do Mayor! Thanks!" Spoke Bearskie as he suddenly lightened up considerably, then as he turned and walked out of the office, slumped back into his usual stupor.

"Oh how I do like conducting meetings in my own office. What a nice setting don't you agree?" Remarked Mayor Quasar as she beckoned me into her office, taking off the wax wads plugged into her ears.

"I don't suppose you're here to wail and moan about something are you?"

"Well, I'm actually looking for the Duke, do you know where he is?"

"Well he sure ain't in his office. I think he went off earlier to perfect his masonry skills."

"I- don't suppose... you know why the Duke... summoned for me then?" I stammered.

"Well, as a matter of fact I do... Are you aware of Breadbowl's relationship with the mountainhomes?"

"Er... Yes I do."

"Good, that makes things easier. You see, though the King is pleased with the substantial offerings from last year, he was most distressed at the utter lack of offerings last summer. That meant he had to dig out of his own personal larder to feed the citizens of The Old Nets. I even heard rumors that some folks **starved**. This will not do at all, nuh uh. So the Duke has selected a new overseer to take care of this little green problem. An overseer with a decidedly military slant. Namely you."

\*Gulp\* "May I ask why me and not someone more qualified for the task at hand, like-"

"NO. You may NOT. Now take these overseer logbooks and scram."

With that whole business out of the way, I plunked the overseer logs onto a dining table and got myself a drink from my water skin.

Spoiler: Water? Only sodding water? (click to show/hide)

FPS: 100 (32)

Weight: 100 (32) (loon leather waterskin)

Basic Value: 100

Uses and Contents:

water 222
water covering

"Damn it! Where's the booze!? Hmmm.. on second thought, perhaps I could put these overseer powers to good use." I muttered absentmindedly to myself.

"OVERSEER!?" Exclaimed Stukos the weaponsmith from a nearby table.

Spoiler: Listen up. Stukos has a word of advice for ya about this whole "overseer" thing (click to show/hide)

FPS: 100 (36)Tiristmeng Stukos Rimlash Weaponsmith

MAnybody that sticks to something a moment longer than they have to is an idiot

Guess that makes us all idiots huh?

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on February 29, 2016, 03:32:53 pm

"Oh, ho ho, did you actually surrender your booze rations to the Trade Depot? I don't think May include those in the tally. Well now that you're overseer, perhaps you can increase our booze rations to more than two..." Sanctume walks away scratching the back of his neck with a mace.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Gwolfski on February 29, 2016, 05:30:13 pm

BTW, the baron is away conducting.... business at IceHold.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on February 29, 2016, 08:42:37 pm

#### Bearskie's Journal

This page is marked by a rhubarb flower

It's the feckin' rain really. Comes down hard as sure as my name is Soakedwhips. I arrived at this place a sprightly dwarf of 78, ready to grow the best fruits and plants the world had ever seen. Now I'm a jaded, crapping son-of-a-bitch who doesn't give a shit about the crops being drowned by the tenth bloody monsoon of the season.

Days pass and I'm seeing less and less familiar faces around here. Dwarves whom I don't even know their names nor jobs no more. What's left of us... May's busy, Gwolfski's busy, Taupe's busy, Neblime's missing, Psycho's dead. What's left is Quasar, whom I visit on a daily basis as part of her pre-allocated mayor time. Somehow, I get the feeling that even she ain't listening to me anymore.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Zuglarkun on March 01, 2016, 06:36:55 pm

OOC:

For some reason I can't designate new brewing jobs, though the brewing jobs already in queue are working fine. Anyone knows what the problem is?

Also we have run out of barrels and pots.

FPS is at a glacial 9-10 fps for me at the moment.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: DDDragoni on March 01, 2016, 07:11:55 pm

Quote from: Zuglarkun on March 01, 2016, 06:36:55 pm

OOC:

For some reason I can't designate new brewing jobs, though the brewing jobs already in queue are working fine. Anyone knows what the problem is?

Also we have run out of barrels and pots.

Your first problem is caused by your second.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on March 01, 2016, 07:37:05 pm

I wonder if magma glass furnaces are built in the middle of the grand kitchen in order to meet the demands for glass pots.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Dolwin on March 02, 2016, 09:27:36 am

There are magma divots filled and ready for glass forges to be built up on the surface. 6 glass furnaces churning out glass pots full time will help a lot.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Zuglarkun on March 05, 2016, 05:22:26 am

OOC updates:

I will get a proper write up done later, but we managed to send 2382 meals back to the mountainhomes.

I got the brewing started again, and yes it was due to lack of pots.

I removed all the unhappy folks from refuse duty, and also did the painstaking labor of manually removing all sentient entries from the refuse stockpile on the surface.

Also the game crashed.

Which made me facepalm in exasperation and curse the fellow that decided that building a walkway over tree branches would be a bright idea.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Zuglarkun on March 06, 2016, 06:09:53 pm

1st Granite 243

Sibrek comes along to haul Shul-nak's corpse away to his final resting place.



Spoiler (click to show/hide)



There are all sorts of crops lying withered in the fields. Why is this happening? After questioning a brewer, I found out that our plant stockpiles were full and we were also out of barrels and pots.

<u>Spoiler</u> (click to show/hide)

Tonnot Umstizilral Brewer cancels Brew drink from fruit: Needs empty food storage item
Sakzul Emezmeng Weaver cancels Dump Item: Drop-off inaccessible Tonnot Umstizilral Brewer cancels Brew drink from plant: Needs empty food storage item
Brewmaster Kebuklel Farmer cancels Brew drink from fruit: Needs empty food storage item
Logem Ildomlorbam Planter cancels Plant Seeds: Needs rat weed seeds
Tobul Mingkiloslan Planter cancels Plant Seeds: Needs rat weed seeds
Brewmaster Mebzuthostuk Philosopher cancels Brew drink from plant:
Needs empty food storage item

In the interim, I made arrangements to redirect some of our plant stocks to a nearby unused stockpile, while ordering the new furnace site tastefully built in glumprong wood to be expanded because magma glass furnaces won't fit in there.

Spoiler (click to show/hide)

Tirist Soundedearth

Remove Construction
Dabbling Armor User
Adequate Siege Operatr
Dabbling Discipline
Proficient Observer
Dabbling Fighter
Dabbling Wrestler
Dabbling Striker
Dabbling Dodger
Great Miner
Accomplished Herbalist

c: Combat b: Labor m

Spoiler (click to show/hide)



Stozums Partial skeleton
Refuse StockPile 310
Mica Block Floor

I inspected the refuse stockpiles and to my dismay found goblin and ogre corpses being mixed in there in plain sight! This will drive those unhappy haulers even more out of whack! I made a note to separate out their corpses later and marked the goblin corpses for dumping.

Spoiler: I think I must be hallucinating due to the lack of booze. (click to show/hide)



Oh did I mention that **THERE IS NO BOOZE** in the fortress!? Save for a scattered few left in abandoned water skins that no one bothers touching. The citizens are getting very irritated and very slow due to the lack of inebriation.

Spoiler (click to show/hide)

PS: 100 (35) Iteb Dakonmonom Iteb Omenpaper Woodcrafter

Iteb Omenpaper Woodcrafter

Iteb Omenpaper Woodcrafter

Over the long term Iteb Dakonmonom has been under a great deal of stress He is irritated when thirsty Within the last season he felt satisfied at



After waking from a romp with giant hamsters, zasit goes to hunt in the caverns.

Meanwhile, Angus has been guilt-ridden for violating a production order by our Duke and is serving a 10 days prison term for it. <a href="Spoiler">Spoiler</a> (click to show/hide)

Officer: Sanctume Olinlelum Nykorost F
Violation of Production Order Injured Party: Gwolfski Uristirtir d

PS: 100 (37) kamkol kilized Avuz Angus Leanwheels the Pointy Ape of Mn
I was confined The guilt is almost unbearable!
She feels guilty after being confined Within the last season she fe

9th Granite 243

→A elven caravan from Lenicamela has arrived

The elves have arrived and... we still don't have any booze to send back to the mountainhome.

### 13 granite 243

Quasar is too busy partying and/or conducting meetings to conduct trade. I just went out and hollered for someone to take up her responsibilities and thankfully Kadol Ableltotot answers the call.

Spoiler (click to show/hide) Merchants from Lenicamela are enchanted by your more ethical works We ve Lenicamela marust (cvy sw (a) cg (dt p)
(grwn fngr lm wd cg)
(grwn fngr lm wd cg)
(jckl (a) cg (dt plm
(jckl (a) cg (dt plm
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(grwn prds nt wd cg)
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(gnt gry prrt (a) cg
(grown fngr lm wd cg)
(cougr (a) cg (mpl))
(-grwn fngr lm wd brrl)
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V: View good Enter: (Ittc sds Bg (hmp pl
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(sprgs sds Bg (rp pl
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```
3121
None
1588
13
Prepared meals
cheese
drinks
seteke tkrge
PrePared meals
                            1505
                           None
1588
13
cheese
Powder
drinks
arter trade => 2382 meals
```

In total, 2382 meals were sent back to the mountainhome. Tecak forgive my transgressions but I also traded off the seeds that cannot be grown in this accursed climate. They are just taking up our storage space and most of them can't even be cooked or eaten! The elves brought some animals and we added to our livestock another emu, a giant grey parrot, a cougar and a kakapo.

Our cooks have come up with an odd idea, that large rock salt pots will add a distinct flavor to our meals and even preserve them better. I hope they do not use these pots for booze storage.

Spoiler (click to show/hide)

Potsmith Inulurus has created a masterpiece @large rock salt Pot@!

```
16th Granite 243
```

```
*A elven diplomat from Lenicamela has arrived
```

The elven represntative from Lenicamela has arrived. The first booze in quite awhile has been successfully brewed.

<u>Spoiler</u> (click to show/hide) FPS: 100 (34) spirits pot (green glass large) ##193 Weight: 200 Basic Value: 60\* Uses and Contents: spirits spatter river 4 5 B

Duke Gwolfski entertains our elven guest.



The duk FPS: 42 (19) Uristirtir of Breadbowl meets with the Elf diplomt At Athe Nawaracani: Greetings from the woodlands We have much to discuss

```
We elves are partial in particular to the trees in the forests surrounding your lands. Although we are loath to spare a single branch to your senseless slaughter, we are willing to a that you cap your tree-fells at one hundred until we next meet I will try to return next year as I am able.
                                                                                                                       to ask
  Gwolfski Uristirtir:
   - We can grant this request
                                                                  Let s discuss the specifics
       We cannot stop Production just because of your quaint sensibilities
```

```
We can part with at most 110 trees butcher
Gwolfski Uristirtir:
a - We can abide by this Let us work toward mutual co-existence
b — Our needs exceed your allowances — Relax —
                                              They re only trees
```

And listens to him blabber about a bunch of stuff we are uninterested in. Spoiler (click to show/hide)

The latest news from Glossedpetals is that a few weeks ago refugees calling themselves The Hills of Magic fled from the area just before an army of The Fortunate Torment led by the goblin Leweme Slingswallow descended upon the place of the month ago refugees can in themselves the Luxur of the place of the month ago refugees can in themselves the Luxur of the place of the month ago refugees can in themselves the Luxur of the place of the month ago refugees calling themselves the Humid Luxuries fled from the area just before an army of the profunete forment led by the goblin Leweme Slingswallow descended upon the place of the month ago refugees calling themselves the Humid Luxuries fled from the area just before an army of the profunete forment led by the goblin Leweme Slingswallow descended upon the place. A month ago refugees calling themselves the Petals of Crystal fled from the area just before an army of the goblin Leweme Slingswallow descended upon the place. A month ago refugees calling themselves the Petals of Crystal fled from the area just before an army of the goblin Leweme Slingswallow descended upon the place. A month ago refugees calling themselves the Celebrated Lace fled from the area just before an army of the fortunate Torment led by the goblin Leweme Slingswallow descended upon the place of th

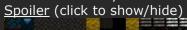
He was not amused.

#### 18th Granite 243

Spoiler (click to show/hide) Fishery Worker cancels Construct Building: Taken by mod Fishery Worker has been Possessed!



Kol was struck by some otherworldly inspiration and rushes back into the fortress, claiming a carpenters workshop.





Carpenter s Workshop This building has Kol Gusiladril Fishery Work Kol Gusiladril mutters MAbanidashdoren needs tree life M

## 21st Granite 243

Spoiler (click to show/hide)

```
Vutok Whipbanks

Train Stray war Rhinoceros
Adequate Marksdwarf (Rusty
Dabbling Shield User
Dabbling Armor User
Dabbling Discipline
Dabbling Observer
Dabbling Fighter
Novice Archer (Rusty)
Dabbling Wrestler
Dabbling Striker
Dabbling Kicker

C: Combat b: Labor m: Mi
```

```
Stray Reindeer Cow (Tame) has given birth to a reindeer calf sakzul emerge Weaver cancels Store Item in Stockpile: Item inaccessible.

Stray Cavy Sow (Tame) has given birth to cavy pups stray Wild Boar Sow (Tame) has given birth to a wild boar piglet stray Giant Olm (Trained) has given birth to triplets stray Giant Olm (Trained) has given birth to a girl
```

The animal trainers are proud to report that our War Rhino training program is coming along nicely. They also report that our livestock breeding program is doing very well.

#### 27th granite 243

Spoiler: Oh shit (click to show/hide)



## 3rd slate 243

Everything is fine! Everything is just fine! No need to worry! What is it now?

<u>Spoiler</u> (click to show/hide)

Your ruler has arrived with a full entourage. You are now a Mountainhome.

SHIT.

Spring is already done and I'm a little ways into summer. I need to rush off now, so I'll edit this post when I'm back in about 2 days.

EDIT: re-sized the pictures for added clarity and added some missing screenshots.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on March 06, 2016, 08:54:19 pm

Oh, so being the Mountainhome, we will still give away our food and drinks to the refugee sites?

Title: Re: Breadbasket: a Succession Farm
Post by: Bearskie on March 06, 2016, 09:03:00 pm

Quote from: PsychoAngel on August 13, 2015, 10:41:12 pm

Can't wait to see this become the new capitol and house the queen or something. Hilarious.

Someone's going to get kicked out of their noble quarters.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on March 07, 2016, 01:10:48 am

The following letters were found in the paperwork of 'Quasar' Ustutharkim, Mayor of Breadbowl, two days after the unexpected arrival of King Sibrek Logemtad of The Old Nets. Upon questioning, she indicated never having seen them before in her life. This claim is corroborated by the state of her inbox.

#### Ouote

This is a parchment envelope. It is stamped with the seal of The Old Nets, in blue dimple dye wax. On the item are the words "Gwolfski Uristirtir of Imarust" in charcoal lettering. The date on it is 18 months ago.

To Duke Gwolfski Uristirtir, "Daggerdangles" of Imarust, "Breadbowl"

- from the pen of Fath Likotoslan, Outpost Liason

- on behalf of His Highness, King Sibrek Logemtad, Low King of The Old Nets,

His highness King Sibrek Logemtad, Low King of the Old Nets, applauds your recent increase in productivity. Under overseer Dolwina you shipped nearly double the food (193%) and more than triple the drink (301%) of the previous year. This year, Breadbowl alone provided enough high quality food to feed more than a quarter of the dwarves of our civilisation.

This provisionment has recently become more necessary than ever. The goblin horde known as the Hell of Emancipating, silent for so many years, now march to bring war against the civilised races of the world. Our allies have suffered gravely, and we have not been without loss ourselves. The massacre of Hatchetpatterns last year was a painful shock.

The western hillocks of the Old Nets have been moved to a full war footing. All civilians have been evacuated, and local food production has ceased. The king is turning these sites into a wall of steel, so as to turn back the monster at the gate and pave the way for a dwarven counter attack.

The supplies provided by Breadbowl are being redirected to the war effort. Our weaponsmiths may arm and armour these sites, but your food is their strength, your booze their courage

Stand fast, Breadbowl! With your succour, The Old Nets will triumph.

Yours,

Fath Likotoslan,

On behalf of His Highness, King Sibrek Logemtad

#### Ouote

This is a parchment envelope. It is stamped with the seal of The Old Nets, in blue dimple dye wax. On the item are the words "Gwolfski Uristirtir of Imarust" in charcoal lettering. The date on it is 6 months ago.

To Duke Gwolfski Uristirtir, "Daggerdangles" of Imarust, "Breadbowl"

- from the pen of Fath Likotoslan, Outpost Liason

- on behalf of His Highness, King Sibrek Logemtad, Low King of The Old Nets,

His highness King Sibrek Logemtad thanks the dwarves of Breadbowl for their continued labor towards the greatness of The Old Nets, and for their continued support in The Great War.

However, his highness would like to express his disappointment in Breadbowl's recent reduction in productivity. Combined with the increased requirements of The Old's Net's defensive forces, this leaves the mountainhome with very little food and even less drink for the remainder of the year.

For this reason, the King will be travelling to Imarust within the next 6 months to, in his highness' own words, "make sure those worthless lazabout sundwellers aren't skimming the best stuff for themselves."

Depending on the results of his visit, his highness may even choose to settle in Breadbowl. In accordance with tradition, this would result in Breadbowl being named the Capitol of the Old Nets.

In recognition of this great honour, please remind the dwarves of Imarust to observe all appropriate niceties during the Kings visit, and in recognition of His Highness renowned palette, prepare only the best food and drink in anticipation his arrival. These preparations should reduce the possibility of unfortunate blunt force trauma and ensure the King develops a kind view of your settlement.

Yours,

Fath Likotoslan,

On behalf of His Highness, King Sibrek Logemtad

PS: Seriously, if you don't want every dwarf there hammered, make sure nothing goes wrong when he arrives. He's been really twitchy lately.

## Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Bearskie on March 07, 2016, 06:00:15 am

WE MUST HAVE HIS CHARACTER PAGE!

What food does he like?

How many children does he have? Who does he worship?

Is he really as grumpy as these letters say, or is he just a big ol' softie?

And most importantly, how does he feel about giant hamsters?

## Title: Re: Breadbowl: a Succession Farm [40.24] Post by: QuQuasar on March 07, 2016, 06:18:37 am

Quote from: Bearskie on March 07, 2016, 06:00:15 am

Is he really as grumpy as these letters say, or is he just a big ol' softie?

I would absolutely *love it* if it turned out King Logemtad was the kindest, nicest king since Asgore Dreemurr, and simply hasn't realised that people are taking his threats of hammering seriously in all these years.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Imic on March 07, 2016, 08:20:51 am

IF IM DORFED THEN UNDORF ME THIS INSTANT AND NAME THE HAMMERER IMIC

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on March 07, 2016, 11:15:48 am

Ahem. As the Captain of the Guard, I Sanctume, nominate Datan "Wildchild" as Hammerer of Breadbowl, which I think is of age to join the adult population.

Datan should be well groomed to deliver justice; for the "Breadbowl Justice" he endured partook during his pre-adult years under the Duke Gwolfki's "guidance" and "generosity" of the rose gold luxury apartment in middle of the Glumprong forest to the northwest where the **profane smoke** materializes.

Sanctume ponders if Datan "Wildchild" will choose his adult name in his next nameday, according to tradition.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Imic on March 07, 2016, 03:26:03 pm

Dammit

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on March 07, 2016, 07:38:14 pm

Man Imic, you're going to be one messed up kid.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Imic on March 08, 2016, 02:49:56 am

facepalm Armok save me

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on March 08, 2016, 10:08:45 am

"Fear not brave Imic, Breadbowl saves you. I say the omens favors you in your present predicament, don't you agree? The monarch chooses to reside amongst us, and with you to wield his hammer of dwarven justice... well, the criminal citizens of Breadbowl need beware!"

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Dolwin on March 08, 2016, 10:52:37 am

As the closest thing we have had to a dwarf committing a crime, don't hammer me bro. It was for the advancement of science, and he was just a novice fisherdwarf.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Imic on March 08, 2016, 12:01:38 pm

must... Resist... Urge... To... Hammer...

\*crashing noise\*

Actually, that let off a lot of steam!

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Zuglarkun on March 08, 2016, 12:51:46 pm

#### 5th slate 243

Kol is busy working on something in the carpenter's workshop, we shall see what comes of it.

<u>Spoiler: I like surprises</u> (click to show/hide)

Kol Gusiladril has begun a mysterious construction!



Meanwhile we found Nokor lurking in the waters in the southeast quadrant of the underground lake. We followed Captain Vortex's lead and stationed ourselves nearby the bubbling murk in order to lure the thing out of the water.

Then we waited.

<u>Spoiler: Until it ran out patience.</u> (click to show/hide)



Zulban and Vortex were the first to engage the giant stag beetle in battle as it lunged out of the water at us. Somehow, Zulban managed to end up below the beast as it skittered toward us and Zulban took a took a bite of the beasts soft underbelly, hanging on for dear life as it skittered toward us. Meanwhile Techno and Vortex encircled the beast, taking turns to chip away at its chitin as it sputtered poisonous fumes all over the place. A shot to its leg brought the beast down, and Zulban, Vortex and Techno took turns chopping away at it as if it were a felled tree until all sign of life was extinguished from the great stag beetle.

Spoiler: The end of Nokor (click to show/hide)

The Axe Lord Punches The Forgotten Beast in the right second leg with her left hand tearing the fat and bruising the muscle!
The Capt Vortex punches The Forgotten Beast in the right second foot with her left hand tearing the fat and bruising the muscle!
The Capt Vortex punches The Forgotten Beast in the right second foot with her left hand tearing the fat and bruising the muscle!

The Axe Lord hacks The Forgotten Beast in the right second leg with her Esteel battle axe fracturing the chitin!
The Axe Lord hacks The Forgotten Beast in the right second leg with her Esteel battle axe fracturing the chitin!
The Forgotten Beast is caught in a burst of Nokor the Hole of Vomits forgotten beast is caught in a burst of Nokor the Hole of Vomits forgotten beast is caught in a burst of Nokor the Hole of Vomits forgotten beast is caught in a burst of Nokor the Hole of Vomits forgotten beast extract!
The Forgotten Beast is caught in a burst of Nokor the Hole of Vomits forgotten beast extract!
The Forgotten Beast is abdomen.
The Forgotten Beast breaks the grip of The Axe Lord's upper front teeth on The Forgotten Beast sabdomen.
The Forgotten Beast sabdomen.
The Forgotten Beast charges at The Capt Vortex!
The Forgotten Beast sabdomen as been torn!
The Forgotten Beast charges at The Capt Vortex!
The Technology of the Beast in the left second foot with her Capt Vortex jumps away!
The Technology of the Beast in the left second leg with her right hand tearing the fat and bruising the muscle!
The Forgotten Beast falls over the Beast in the left third leg children beast falls over the Beast in the right third foot with her Capt Vortex burst of the Beast in the right third foot with her Capt Vortex burst of the Beast in the right third leg with her Capt Vortex burst of the Beast in the right third leg with her Capt Vortex burst of the Beast in the right third leg with her Capt Vortex beast breathes a cloud of Nokor the Hole of Vomits.

The Argulation and the severed part sails off in an arc!
The Argulation and the severed part sails o



{Nokor Oggez @ggon s left second foot} {Nokor Oggez @ggon s right third foot} {Nokor Oggez @ggon s mutilated corpse} Dense floor fungus A Pool of Nokor the Hole of Vomit s for

One Notable Kill

Nokor the Hole of Vomit the forgotten beast d. 243

Fourteen Other Kills

One giant wild boar (2) in Breadbowl
Six goblins (2) in Breadbowl
One troll (2) in Breadbowl
Three ogresses (2) in Breadbowl
Two ogres (3) in Breadbowl
One elk bird (3) in Breadbowl

In their eagerness for battle, Vortex and Zulban were splashed with a coating of the forgotten beasts extract and seem to have contracted a fever.

As we moved off, Vortex stumbles to the ground in a fit of dizziness. Before we knew what was happening, Zulban lost his footing as well as his vision.

<u>Spoiler: Things don't look good</u> (click to show/hide)



Vortex Doortangle Nortex Doort



A rescue team was dispatched to retrieve them for further observation while the rest of us assumed our normal tour of duties.

Spoiler: They don't look good at all (click to show/hide)

|        | FPS: 100 | (33) Ith of | Vortex   | Tunlerteth    | Capt Vortex  |  |
|--------|----------|-------------|----------|---------------|--------------|--|
| 46:    | Status   | Wo          | und s    | Treat         | me n t       |  |
| Visio  | n lost   |             |          |               |              |  |
| FPS: 1 | .00 (31) | The Healt   | h of Zul | ban Ustuth‱sı | ust Axe Lord |  |
| 46:    | Status   | Wounds      |          | Trea          | Treatment    |  |
| Visio  | n lost   |             |          |               |              |  |

First impressions are everything.

This was especially true for Sibrek Logemtad, also known by his moniker *Paintmatch the lofty*, or these days, his *Highness*, *King of The Old Nets*. He was concerned with the inconsistent offerings from Breadbowl and had come *personally* to oversee the operations here to ensure that they met the quotas set for this calendar year.

Now that he had seem first hand what Breadbowl was like, he was less than impressed.

```
Spoiler: First impressions are not favorable (click to show/hide)

PS: 100 (35) Sibrek Logentad Sibrek Paintmatch king

Death This is truly horrifying

He is horrified after seeing a goblin die
```

"What is this goblin corpse doing here lying about in the open? Don't you folks have any hygiene standards to adhere to? What if the food gets contaminated?" spoke Sibrek in an even manner as he questioned one of the commoners.

Spoiler: Your King (click to show/hide)

```
Divide to the grand to just take my life off and do nothing for the rest of my days?

Metal to Melbil Starsword and has 4 children: Rakust Dikestabbod Limui Trammelceiling Shorast Claspspeakers and Urvad Theatershnews He is the son of Vutok Laboredgilt and Uzol Circlelances and Theatershnews He is the son of Vutok Laboredgilt and Uzol Circlelances and Theatershnews He is the son of Vutok Laboredgilt and Uzol Circlelances and Theatershnews He is the son of The Farm of Hammers He is the king of The Old Nets He is a member of The Works of Twilight He is a member of The Farm of Hammers He is the king of The Old Nets He arrived at Jameruston the 4th of Slate in the year 243 He is one hundred eighteen years old born on the 26th of Galena in the year 125 werage in size His very long sideburns are braided His very Hear is neatly combed. His medium-length beard is arranged in double braids His short hair is neatly somewhat short head is somewhat broad His hair is gray with some burnt sienna. His skin is ecru His eyes are slate gray. Sibrek Logemtad likes bauxite sterling silver red flash opal ramie plant fiber fabric bucklers scepters and white-spotted puffers for their ability to inflate when possible he prefers to consume two-humped camel white-spotted puffer and sunshine He absolutely detests brown recluse spides a great ability to focus and a good feel for social problems and the start of the prefers to consume two-humped camel white-spotted puffer and sunshine He absolutely detests brown recluse spides to others in his culture he holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks has a great being spide and prefers for the law greatly respects artists and their works to slive the start of the s
```

Sibrek had entertained the thought of using his position as King to indulge himself and do nothing for the rest of his days, but it seemed that he would have to put these thoughts aside. Breadbowl was far from the supply hub that he had envisioned, and changes would have to be made. He was King after all, and his burden was that he had a kingdom to feed.

As he made a tour of the premises, he learnt of the recent death of Shul-nak, one of his distant cousins and more importantly, a legendary weaponsmith; a most invaluable asset to the kingdom. He was somewhat aggrieved, though he did not let it upset him overmuch. He was well aware that ol' Shul-nak had been getting on in years, so it did not surprise him in the least. Shul-nak lived til a ripe old age of 155 after all. Besides, he couldn't care less about the troubles of other folks.

A crowd had begun to gather around them, and Sibrek made a beckoning motion towards his herald. He wasn't comfortable with large numbers of folks and preferred to avoid addressing the crowd if at all possible.

"In celebration of the King's arrival, you are all to be hammered!" Proclaimed Fath Inkedwinds, outpost liaison of The Old Nets, and now herald of the King.

Spoiler: Your outpost liaison, herald and mouthpiece of the King (click to show/hide)

She is married to Melbi Granitebored and has 7 children: Sarvesh Mansiontool Deduk whipshakes Aban Craftbore Onul Boltmanors Tirist Could be a summary of the county of th

The crowd that had gathered around looked around uneasily and a murmur of worried words stirred up among them.

"Yes! You are all to get hammered! Are there any questions?" repeated Fath with a generous smile on his face which soon turned to a look of worry as he observed the growing unease of the crowd that had gathered around them.

"Step aside Fath, evidently something is being lost in translation. What the herald means to say is that you are all to get hammered, which is to say you will all get drunk off your asses as we will be holding a feast to celebrate the King's arrival to Breadbowl. Is that clear to you folks now?" Spoke Melbil Starsword,

Spoiler: Queen consort to the King. (click to show/hide)

MHOW great it is to be surrounded by family! Move that it is to be surrounded by family! Move that it is to be surrounded by family! Move that it is to be surrounded by family! Move that is to be surrounded by family! Move that is to be surrounded by family! Move that is the daughter of Zanag Alliedworked and Led Dalebolt Theaters inews. She is the daughter of Zanag Alliedworked and Led Dalebolt She is a citizen of The Old Nets She is a member of The Works of The Vigorous City She is the daughter of Zanag Alliedworked and Led Dalebolt She is a citizen of The Old Nets She is a former member of The Vigorous City She is the queen consort of The Old Nets She arrived at gray so the first of the Vigorous City She is the queen consort of The Old Nets She arrived at gray so the first of the Vigorous City She is the queen consort of The Old Nets She arrived at gray so the first of the Vigorous City She is the queen consort of The Old Nets She arrived at gray so the first of the Vigorous City She is the queen consort of The Old Nets She arrived at gray so the Vigorous City She is the queen consort of The Old Nets She arrived at gray so the Vigorous City She is the queen consort of The Old Nets She arrived at gray so the Vigorous City She is the queen consort of The Old Nets She arrived at gray so the Vigorous City She is the Vigorous

Melbil turned towards Fath.

"You should use the traditional terms Fath, not the new found slang you've picked up from the humans. How many times has it been now?" Melbil pointed out with a bemused look on her face as she exhaled sharply.

"I am sorry your Majesty, I was not aware-"

"Just don't make it a habit."

Fath turned towards one of the peasants, "Order some livestock to be slaughtered, I want some fresh meat for the banquet we are about to throw. By the way do you dregs have any white-spotted pufferfish?"

The peasant shook his head.

"Sunshine?"

The peasant shook his head.

"You've got to have at least some store of hard wheat beer perhaps?"

The peasant shook his head.

"I don't suppose you have some sorghum flour then?"

The peasant shook his head, more vigorously this time.

"Right. Well then let's see what you've got then." Fath made a rounds of the farms and pastures before giving the peasants a list of ingredients to procure for the feast, taking note of the two-humped camel and giant grey parrot that were to be preserved for further breeding stock as one of the preferred morsels of choice that would satisfy the King and Queen consort's regal palates.

Meanwhile, the personal guard of the King escorted him to the Duke's quarters to discuss matters.

Spoiler: Ast Virgindiamonds (click to show/hide) FPS: 100 (33) ezdoren Ast Virgindiamonds Peasant She feels satisfied upon mastering crossbow
She is a worshipper of Beru the Armored Stockade and a casual worshipper of Beru the Armored Stockade and a casual worshipper of The Old Nets She is a member of The Farm of Hammers She arrived at marust on the 4th of Slate in the year 243
She is scrawny Her slate gray eyes have slightly thin irises. She has yery high cheekbones Her hair is clean-shaven Her nose is upturned Her eyelashes are short. Her ears are somewhat tall Her hair is burnt slennal Her skin is pale pink.

See is a she was a seel a wenturine deer hoof the color fern green cabochons short swords thrones large gens crutches and geese for their formation flying When Possible she prefers to consume dragonfly hard wheat beer and teff. She absolutely detects lizards

She has an amazing spatial sense and a feel for music but she has magger creativity.

Like others in her culture she holds craftsdwarfship to be of the fighest ideals and celebrates talented artisans and their masterworks has a great deal of respect for the law values family greatly sees friendship as great deal of respects for the law values and their masterworks has a great deal of respects for the law values stamily greatly sees friendship as great the time to master a skill deeply respects those that work has take the time to master a skill deeply respects those that work has take the time to master a skill deeply respects those that work martial provess values leisure time respects very important in life values loyalty. Sees introspection as important and dislikes cooperation. She dreams of crafting a masterwork someday. She often feels filed with joy She is assertive. She rickes to square this as she values artwork and its creation. She has a greedy streak. She is quite comfortable with others that have a different appearance or culture she holds her breath when she s nervous When she s bored. She constantly rolls her eyes. She needs a looh to get through the working day. She doesn treally care about anything anymore. ∰I have mastered Crossbow∭ That was short sturdy creature fond of drink and industry Spoiler: Solon Floorsound (click to show/hide)
FPS: 100 (34) bakostvod Solon Floorsound Diagnoser She feels satisfied upon mastering mace
She is a faithful worshipper of Tecak and a faithful worshipper of
Beruithe Armited Stokads
She is a faithful worshipper of Tecak and a faithful worshipper of
Beruithe Armited Stokads
She is a member of The Farm of
Hammers She arrived at marust on the 4th of Slate in the year 243
She is eighty years old born on the 24th of Opal in the year 163
She is eighty years old born on the 24th of Opal in the year 163
She is eighty years old born on the 24th of Opal in the year 163
She is very fat Her hair is clean-shaven Her somewhat short nose is
slightly upturned Her slate gray eyes have slightly thin irises Her ears
are somewhat tall Her hair is burnt sienna Her pale chestnut skin is
slightly wrinkled Her nose bridge is somewhat concave.
She is very slow to tire and agile but see is very slow to heal
she has not not tire and agile but she is very slow to heal
when possible she prefers to consumer glint python alfalfa fonio beer and
oranges She absolutely detests lizards
She has an iron will a great deal of patience and agood memory but
she has little natural inclination toward music and poor creativity.

Like others in her culture she holds craftsdwarfship to be of the
highest ideals and celebrate talented artisans and their masterworks has a
great deal of respects for the law values family greatly sees friendship as
one of the property of the law values family greatly sees friendship as
one of the master askill deeply respects those that work hard at their
abors respects fair-dealing and fair-play finds merrywaking and partying
worthwhile activities values martial prowess values leisure time respects
commerce and finds nature somewhat disturbing. She personally values finds
her own possession she is not inherently proud of her talents and
their master askill deeply respects those that work hard at their
abors respects fair-dealing and fair-play finds merrywaking and partying
worthwhile activities values martial prowess values leisure time respects
commerce and finds nature some 💹 I have mastered Mace 🏿 That was very satisfying! 💹 short sturdy creature fond of drink and industry Spoiler: Geshud Tombsrhymes (click to show/hide) Geshud Tombsrhymes Within the last season he felt satisfied upon mastering spear.

He is a faithful worshipper of Berul the Armored Stockade and a worshipper of Zefon He is a citizen of The Old Nets He is a member of The Farm of Hammers He arrived at smarust on the 4th of Slate in the year 243 He is fifty nine years old born on the 24th of Opal in the year 184 He is very skinny His medium-length sideburns are neatly combed His very long moustache is neatly combed His very long beard is braided His very long hair is neatly combed His very long beard is braided His very long hair is neatly combed His eyebrows are somewhat high his nose bridge is somewhat concave His slate gray eyes are slightly rounded His head is somewhat short His hair is burnt sienna His skin is cinnamon. He is quite quick to heal agile and rarely sick.

Geshud Rakustnanir likes cobaltite copper wax opal giant crow tooth animal traps cats for their aloofness and spelt for their beer. When possible he prefers to consume peregrine falcon beetroot wine and blade weed seeds He absolutely detests bats. He has a questionable spatial sense poor focus poor empathy and meager creativity. eager creativity

ike others in his culture he holds craftsdwarfship to be
ighest ideals and celebrates talented artisans and their masterworks
reat deal of respect for the law greatly prizes loyalty values
reatly sees friendship as one of the finer things in life believe
onesty is a high ideal greatly respects artists and their works

A pair of dwarves followed closely behind the entourage. They seemed to be the personal retinue of the King. Spoiler: Bim Salvenobles (click to show/hide)

Mever forget true loyalty She is married to Zulban Spunceiling and has one child: Kubu Figuresquirted She is the daughter of Zuglar Toolcrown and Shorast Axeroom She is a citizen of The Old Nets She is a member of The Farm of Hammers She is a former member of The Ferocious Attic She arrived at She is ninety seven years old born on the 8th of Timber in the year 146 Mammers She is a former member of The Forocious Attic She arrived at that year 146 is a former member of The Forocious Attic She arrived at that year 243 is ninety seven years old born on the 8th of Timber in the year 146 is short and obese Her very round slate gray eyes are deeply sunken Her hair is clean—shaven Her hair is burnt sienna mixed with gray Merskin Her hair is clean—shaven Her hair is burnt sienna mixed with gray Merskin dark peath it was a weak and very slow to heat she is susceptible and tough but she is susceptible sien as weak and very slow to heat she is susceptible and tough but she is susceptible wood red squirrel leather grey parrot tooth the color plum armor stands coins dogs for their loyalty and giant pond turtles for their shells. When possible she prefers to consume bayberry wine She absolutely detests rats she has a way with words and a good feel for social relationships but she has a duestionable spatial sense a poor memory very bad analytical billies in her culture she holds craftsdwarfship to be of the highest ideals and specific to the law to greatly see spects and their works has a greatly see spects those that take the time to master a skill deeply respects those that take the time to master a skill deeply respects those that take the time to master a skill deeply respects those that take the time to master a skill deeply respects those that take the time to master a skill deeply respects those that take the time to master a skill deeply respects those that take the time to master a skill deeply respects those that take the time to master a skill deeply respects those that take the time to master a skill deeply respects those that take the time to master a skill deeply respects those that take the time to master a skill deeply respects those that take the time to master a skill deeply respects those that take the time to master a skill deeply respects those that take the time to master a skill send their works really respects for many of the send to take the standard provided th

short sturdy creature fond of drink and industry

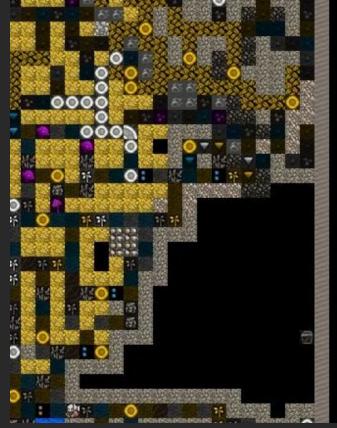
short sturdy creature fond of drink and industry

Spoiler: Zulban Spunceling (click to show/hide)
FPS: 100 (34) Eseshing iz

Zulban Spunceiling should all work together He is married to Bim Salvenobles and has one child: Kubuk Figuresquirted He is the son of Olon Lashurn and Bomrek Glazedcontrol He is a citizen of The Old Nets He is a member of The Farm of Hammers He is a former member of The Barricade of Feet He is a former member of The Ferocious Attic He arrived at Omarust on the 4th of Slate in the year 243 He is ninety six years old born on the 5th of Moonstone in the year 147 He is a former member of the Barricade of Feet He is a former member of the Barricade of Feet He is a former member of the Barricade of Feet He is a former member of the Barricade of Feet He is a former member of the Barricade of Feet He is a former member of the Year 147 is ninety-six years old born on the 5th of Moonstone in the Year 147 is ninety-six years old born on the 5th of Moonstone in the Year 147 is skinny His very long sideburns are neatly combed. His very long moustache is neatly combed. His very long beard is arranged in double braids. His very long hair is braided. He has a square chin His slate gray eyes are slightly wide-set. His hair is burnt sienna with some gray. His skin is cinnamon. He is very rarely sick and quick to heal. Zulban Esshängiz likes pitchblende platinum onyx the color pale blue short swords mail shirts quivers bins and chains When possible he prefers to consume pendant amaranth beer and whip vine flour. He absolutely detests brown recluse spiders. He has an ability to read emotions fairly well but he has a shortage of patience poor analytical abilities a meager kinesthetic sense and very little linguistic ability. Like others in his culture he holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks has a great deal of respect for the law greatly prizes loyalty values family greatly sees friendship as one of the finer things in life believes that honesty is a high ideal really respects those that take the time to master fair—dealing and fair—play values cooperation finds merrymaking and partying worthwhile activities values mertial prowess values leisure time respects commerce and finds nature somewhat disturbing He personally values fair—deal in an orderly life organized and neat He often feels discouraged He isn the particularly ambitious He is somewhat fearful in the face of imminent danger He is slow to anger He has a greedy streak He is trusting When he s thinking his body becomes very still He needs alcohol to get through

### Meanwhile...

<u>Spoiler: Horrible things are afoot</u> (click to show/hide)



Vortex Tunlerteth Doortangle Capt upper body
lower body
neck
head
right upper arm
left upper arm
left lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg Dizzy Winded leg leg eft lower ight foot

```
46:
        Status
Winded
```

### 6th slate 243

Though he had been recovered by Dodok the miner for treatment, Zulban may not have long to live. On the flip side, we have procured 3 incredibly deadly weapons, one on Techno, the other 2 remaining in the possession of Zulban and Vortex.

<u>Spoiler: Deadly weapon</u> (click to show/hide)

```
steel battle axes
        FPS: 100 (33)
                                  Basic Value: 12240*
Weight:
       6
Uses and Contents:
coating of Nokor the Hole of Vomitms forgotten beast extract
```

Looks like Angus got some extract splashed on his boots, I'll get him to try to wash it off in the caverns, lest any of it tracks into the fortress.

Spoiler: Decontamination (click to show/hide)



Oh no! I just learnt that Zulban has died in the arms of Dodok Keskalkemsor who was transporting Zulban to the hospital for treatment. Dodok is still in shock.

Spoiler: Not the kind of surprise I like (click to show/hide)

Zulban Ustuth sust Thresher has been found

```
FPS: 100 (33) eskal kemsor
                                                              Dodok Shotentrance
                                                                                                   Miner
Death is all around us This is truly horrifying
     is afraid after experiencing trauma. She is horrified after seeing ban Fencedtamed die. She feels sympathy after bringing somebody to rest bed. Within the last season she didn't feel anything after seeing a elk
```

I've forbidden the broken remnants of Nokor's corpse as well as the gear and corpse of Zulban, those contaminants are deadlier than I thought!

### 7th Slate 243

Spoiler: Now this is the kind of surprise I like (click to show/hide)

```
Fishery Worker has created a glumprong door!
        Gusiladril
  Abanidashdoren 🎆
  Press Enter to close window
∭I shall name
satisfying!∭
                             Constructive
                                                   Diamonds
    Aban FPS: 100 (33) The Constructive Moist Diamonds
                                                       a glumprong door
                           The Acrid Gills the ruby
```

Kol Gusiladril has created Abanidashdoren - The Constructive Moist Diamonds, a glumprong door! Very regal looking, this will be a find addition in the King's chambers which are being built at the moment.

### 15th Slate 243

Vortex has been missing from training for some time now, I hope nothing has happ- oh no. Spoiler: Vortex where art thou? (click to show/hide)

Vortex has been missing for a week Tunlerteth Capt

I sent someone down to the caverns to check, and indeed, Vortex's corpse has been found by Urdim fenceshaken. Spoiler: Poor Vortex (click to show/hide)

Likot M\*ruld\*stik\* Bone Carver cancels Slaughter Stray Horse (Tame)
Interrupted by Reacher
Vortex\* Tunlerteth Capt Vortex has been found dead
Mason Capt Ilromk@buk\* militia captain cancels Eat: Experiencing

MasofPs: 100 (32) k buk Mason Capt Peaklance militia captain

Nortex Doortangle is dead? Ah uh uh was

He is shocked at the unexpected death of somebody He grieves at somebody death He is grouchy when caught in the rain within the last season he was

Mason Capt is shocked at the news, but the rest of the military is taking it in stride. I pray this is the last life that Nokor manages to claim. Meanwhile, an out of control reacher and bonecarver Likot are duking it out in the pastures, frightening the animals. Onul the miner and Uzol the cheesemaker join in the fray and eventually the beast is subdued.

<u>Spoiler: Reacher troubles</u> (click to show/hide)



The Miner Punches The Reacher in the head with her left hand bruising the muscle! The Bone Carver Punches The Reacher in the head with her left hand bruising the muscle! The Miner Punches The Reacher in the head with her left hand bruising the muscle! The Miner Punches The Reacher in the head with her right hand bruising the muscle! The Cheese Maker Punches The Reacher in the head with her right hand bruising the muscle! The Bone Carver Punches The Reacher in the head with her right hand bruising the muscle! The Cheese Maker Punches The Reacher in the head with her right hand bruising the muscle! The Bone Carver Punches The Reacher in the head with her right hand bruising the muscle! The Bone Carver Punches The Reacher in the head with her right hand bruising the muscle! The Miner Punches The Reacher in the head with her right hand bruising the muscle! The Miner Punches The Reacher in the head with her right hand bruising the muscle! The Bone Carver Punches The Reacher in the head with her left hand bruising the muscle! The Miner punches The Reacher in the head with her left hand bruising the muscle! The Bone Carver punches The Reacher in the head with her left hand bruising the muscle! The Miner punches The Reacher in the head with her left hand bruising the muscle! The Bone Carver punches The Reacher in the head with her left hand bruising the muscle! The Bone Carver punches The Reacher in the head with her left hand bruising the muscle! The Bone Carver punches The Reacher in the head with her right hand bruising the muscle! The Bone Carver punches The Reacher in the head with her left hand bruising the muscle! The Bone Carver punches The Reacher in the head with her left hand bruising the muscle! The Bone Carver punches The Reacher in the head with her left hand bruising the muscle! The Bone Carver punches The Reacher in the head with her left hand bruising the muscle! The Bone Carver punches The Reacher in the head with her left hand bruising the muscle! The Bone Carver punches The Reacher in the head with

### 19th Slate 243

Those damned nobles are so difficult to please! Right after Gwolfski mandates the production of axes, the king mandates production of scepters.

<u>Spoiler: Production mandates - the bane of an overseers sanity</u> (click to show/hide)

```
Gwolfski Uristirtir duke of Breadbowl has mandated the construction of certain goods
Chef Kivishthekut has cooked a masterpiece!
Chef Lolokdomas has cooked a masterpiece!
Make green glass Pot (30) has been completed.
+Sibrek Logemtad king has mandated the construction of certain goods.
```

### 9th Felsite 243

Spoiler: Decontamination part 2 (click to show/hide)



```
Weight: 60 (36) { steel battle axe } Weight: 60 Basic Value: 5100% water covering
```

My attempts at decontamination of Zulban and Vortex's corpses are somewhat successful. The items they possessed have been cleansed of all traces of Nokor's contaminating extract. But despite weeks of splashing water in an attempt to decontaminate their bodies, their corpses still retained a coating of the poisonous extract on them.

Spoiler: Urgh not touching that (click to show/hide)

```
{Zulban Ustuth鮗sust scorpse}
              FPS: 100 (34)
Weight: 130
                                                        Basic Value: 0 *
Uses and Contents:
                                                 ng
ng
ng
                                                               forgot
forgot
forgot
                                   HO | e
                                                                                         extrac
extrac
extrac
extrac
extrac
coat
                                                                        ten
                                                                               beas
             0
                  No
                      kor
                             the
                                            0
                  Nokor
                             the
             of
                                            0
                                                           S
                                                                               beas
                  Nokor
Nokor
                             the
                                                               for got
for got
                                                                               beas
             00000000
                                            0
                                                                         ten
coa
coa
                                            0
                                                                         ten
                                                                               beas
                  Nokor
Nokor
Nokor
Nokor
Nokor
        ng
ng
                             the
                                                               forgot
forgot
                                                                         ten
                                                                               beas
coa
                                            0
coa
                                            0
                                                           S
                                                                         ten
                                                                               beas
     ting
ting
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the
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coa
                                            0
                                                                         ten
                                                                               beas
                                                                                         extrac
                                            0
                                                                         ten
                                                                               beas
                                                                                         extrac
coa
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coa
                                            o f
                                                                               beast
                                                           S
                                                                                         extrac
coat
                                                                         ten
                                            0
                                                                               beas
                                                   om
water covering
                             the
                                                 Vomi
                                                               forgotten
                                                                               beast
                  Nokor
                                            o f
                                                                                              ract
Claim
```

I think I'll risk it and order their corpses retrieved and buried.

Spoiler: Well here goes nothing (click to show/hide)



```
Erib Ushulmelbil Planter
Erib Realmstomes

Place Item in Tomb
Dabbling Discipline
Dabbling Observer
Novice Wood Cutter (Rusty)
Adequate Carpenter (Rusty)
Dabbling Weaver
Grand Master Grower
Competent Herbalist
Adequate Bowyer (Rusty)
Adequate Shearer (Rusty)
Dabbling Swimmer
```

Good it seems the covering of water did the trick. After their bodies were interred, the Earthen Assaults gathered and we took turns pouring a libation of booze in front of their coffins in memory of their bravery and noble sacrifice. It may be a tad wasteful but may it speed their way to Armok's halls. Rest in peace brave defenders of Breadbowl.

Spoiler: R.I.P (click to show/hide)

```
This is the resting place of Vortex Capt Vortex
```

```
This is the resting place of Zulban Ustuth sust Thresher
```

### 14th Felsite 243

Spoiler: Storage space woes solved? (click to show/hide)

```
X
```

```
Reg Nishisan Miner
Reg Tradestill

Dig
Dabbling Armor User
Dabbling Discipline
Dabbling Observer
Dabbling Fighter
Dabbling Dodger
Legendary Miner
Novice Thresher (Rus
Novice Cook (Rusty)
Dabbling Grower
Novice Dyer (Rusty)
```

We need to expand storage capacity to keep with with the constant pot turnover as well as the increasing plant supplies, so I ordered an area to be excavated to the right of the farms.

#### 17th Felsite 243

Spoiler: Here comes the name train (click to show/hide)

Olin Thaderal Axe Lord has bestowed the name Nanir upon a steel battle axe! Iden

Enter to close window

Olin Thaderal Axe Lord has bestowed the name Iden Nanir - the Paddles of Rhyming upon his steel battle axe!

Spoiler: Coati attack! (click to show/hide)

To arms! To arms!

Spoiler: A competent militia (click to show/hide)

Itha in the right front foot The Woodcrafter misses The Coati!
The Woodcrafter Punches The Coati
bruising the muscle and bruising in the head with his right hand the skull! hand and the injured Part explodes into gore!
An artery has been opened by the attack!
The Coati gives in to Pain.
The Coati slams into an obstacle!
The Woodcrafter Punches The Coati in the head injured Part collapses!
An artery has been opened by the attack! in the head with his left hand and the

Oh wait- Seems the farmers really know how to take care of themselves. Back to training!

#### 25th Felsite 243

Spoiler: choo choo goes the name train (click to show/hide)

Crazy Blades Cattenv sh Swordmaster has estowed the name Ilirostath upon a steel short bestowed the name sword! Press Enter to close window

Crazy blades has bestowed the name of *Ilirostath* - Joyous Esteems upon his steel short sword.

## 27th Felsite 243

Now that the corpses and debris are cleared from the moat, we can cease the moat maintenance and fill the moat up once again.

### Summer has arrived on the calendar

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Bearskie on March 08, 2016, 08:49:31 pm

Quote from: Zuglarkun on March 08, 2016, 12:51:46 pm

Though he had been recovered by Dodok the miner for treatment, Zulban may not have long to live. On the flip side, we have procured 3 incredibly deadly weapons, one on Techno, the other 2 remaining in the possession of Zulban and Vortex.

Spoiler: Deadly weapon (click to show/hide) PS: 100 Weight: 60

steel battle axe Basic Value: 12240

Uses and Contents:

coating of Nokor the Hole of Vomites forgotten beast extract

Holy crap, please tell me we still have that. Lethal bioweapons made from the vapors of ancient stag beetles are the stuff that legends are made of.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: **DDDragoni** on **March 08, 2016, 09:34:16 pm** 

Quote from: Zuglarkun on March 08, 2016, 12:51:46 pm

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Spoiler: Deadly weapon (click to show/hide)

FPS: 100 (33)

Basic Value: 12240

steel battle axes

Uses and Contents:

Weight: 6

coating of Nokor the Hole of Vomitms forgotten beast extract

Holy crap, please tell me we still have that. Lethal bioweapons made from the vapors of ancient stag beetles are the stuff that legends are made of.

Let's just hope whoever picks it up has gloves.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Zuglarkun on March 09, 2016, 06:17:26 am

Quote from: DDDragoni on March 08, 2016, 09:34:16 pm

Quote from: Bearskie on March 08, 2016, 08:49:31 pm

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Spoiler: Deadly weapon (click to show/hide)

```
Weight: 6 Basic Value: 12240 Uses and Contents:

coating of Nokor the Hole of Vomit of Forgotten beast extract

Holy crap, please tell me we still have that. Lethal bioweapons made from the vapors of ancient stag beetles are the stuff that legends are made of.

Let's just hope whoever picks it up has gloves.
```

They indeed are much coveted. Unfortunately \*sigh\* Breadbowl does not enjoy the luck of these legendary forts. For one, its structures are above ground, and secondly it rains all year round. Both of which contribute to the extract coating on Techno's axe washing off somewhere before I had noticed it. If I had known, I would not have bothered with decontaminating Vortex and Zulban's gear. Alas what's done is done.

Would you like a new dorf Vortex?

Also...

Spoiler: Let's all welcome our new hammerer (click to show/hide)

```
Sibrek Logemtad king

a duchy

mayor

champion

captain of the guard

militia commander

hammerer

manager

chief medical dwarf

broker

bookkeeper

militia captain

militia captain
```

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Imic on March 09, 2016, 07:27:16 am

Im not exactly wild, so at some point our hammerer needs to be struck by lightning. Not yet though. Please not yet.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on March 09, 2016, 10:45:57 am

Quote from: Zuglarkun on March 09, 2016, 06:17:26 am

```
Also...

Spoiler: Let's all welcome our new hammerer (click to show/hide)

king
a duchy
mayor
Champion
Outpost liaison
Captain of the guard
militia commander
hammerer
Chief medical dwarf
broker
bookkeeper
militia captain
```

Upon Imic's appointment to the office of Hammerer, The Captain of the Guard's office is quietly vacated.

Sanctume drinks his ration of booze in the Fisher's bar, scratching the back of his neck with a shiny silver mace, and proposes a toast to no one in particular, "here's to the arrival of the monarch, making bureaucratic confusion, and successful untangling of me self from the schemes of politics!"

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Imic on March 09, 2016, 11:36:53 am

As the new hammerer, i mandate the cration of a new Paladinial law enforcement squad. All members must wear plate armour, the type of plate dosn't matter, and weild silver warhammers. Anyone who objects can send their complaints to the king, from whom we are directly recieving our orders.

Or, y'know, don't...

LONG LIVE JUSTICE LONG LIVE FOOD PRODUCTION LONG LIVE THE KING And breadbowl too, i guess...

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on March 10, 2016, 05:23:57 am

Quote from: Zuglarkun on March 09, 2016, 06:17:26 am

They indeed are much coveted. Unfortunately \*sigh\* Breadbowl does not enjoy the luck of these legendary forts.

Alas, we of Breadbowl are cursed with the burden of normality and realism. No matter, like a brief escapade from banality, t'was FUN while it lasted.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Imic on March 10, 2016, 05:28:53 am

Oh yeah, also, put me on the turn list.

RIGHT NOW

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Zuglarkun on March 12, 2016, 04:24:08 am

**Just an OOC update** (proper writeup to follow):

We now have a breeding pair of GCS (at least I hope its a breeding pair. Caught a male to go along with the female one we already have).

I'm in the midst of building a tower to house the outpost liaison and King's quarters. Does anyone have any pointers as to how to get the minecarts to fill with magma and transport them aboveground where I need them to be? I can't quite figure out how to get the minecarts to the magma cistern for refilling nor how to get said filled minecarts onto the track stops. I hope to expand our magma forge and glass making operations if possible. I would be grateful and it would save me some research time to figure out how minecarts work.

However, I don't think I can finish the rest of the my turn within 2 weeks, still in early summer though I have some free time later today and tomorrow to slog through the rest of the year. I was in military reservist training the previous 2 weeks or so, so I had precious little time for DF. I can continue to forge on if there are no objections, if not I can post up the save at the half year point.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on March 12, 2016, 05:04:47 am

I believe that's Dolowin's design. Dump magma-safe minecarts into the magma chamber, let magma flood the chamber, then drain the magma through the fortifications. Build a track stop to dump the magma somewhere, place the minecarts on said track stop, and the magma will be dumped onto the tile beside it.

Or, you know, you could make another 100 z-level pump stack.

I have no issues with you taking your time. Make it a good turn. :)

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Zuglarkun on March 12, 2016, 06:19:17 am

Quote from: Bearskie on March 12, 2016, 05:04:47 am

I believe that's Dolowin's design. Dump magma-safe minecarts into the magma chamber, let magma flood the chamber, then drain the magma through the fortifications. Build a track stop to dump the magma somewhere, place the minecarts on said track stop, and the magma will be dumped onto the tile beside it.

Or, you know, you could make another 100 z-level pump stack.

Uhhh, I'll pass on the 100 z-level pump stack. I hope to break the "making a pump stack will solve all our problems" recurring theme that has been going on with the recent forts I've participated in and just chill with the dwarves of Breadbowl over the monotony of living dangerously farming extravagantly. I've had quite enough of those monstrosities of dwarven engineering thank you. Besides the lag will be even more horrendous.

From what I understand of what you've said, by "place the mine carts on the track stops" you mean manually dump the magma filled minecarts onto the track stops?

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on March 12, 2016, 06:49:28 am

I think there are magma-safe mine carts stockpiled in a room and flooded with magma, then drained.

So those minecarts have 2/7 magma inside, and you need 2 minecarts to fuel a pit for a magma smelter/forge/kiln/glass near the surface. 4/7 magma is all you need to active them.

So you construct a trackstop dumping in the pit's direction. Create a route, remove all condition, then create a stop and assign 1 of the minecarts.

Push Vehicle labor should be enabled to a hauler, then the hauler will move the minecart in the trackstop and it should automatically dump.

Then (h) back to route, highlight stop, v to assign a new minecart.

Once you have 4/7 magma, delete route, and deconstruction trackstop, and build the magma building.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Gwolfski on March 15, 2016, 02:28:43 am

The Baron Gwolfski has mandated the production of strawberries, strawberry wine and soap!

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on March 15, 2016, 02:52:33 am

Strawberry soap?



They're all the rage in Thailand.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Imic on March 15, 2016, 03:59:15 am

Quote from: Gwolfski on March 15, 2016, 02:28:43 am

The Baron Gwolfski has mandated the production of strawberries, strawberry wine and soap!

Sorry about the strawberries everywhere gwolfski goes, there's a lack of them in doomforests.

Strawberry

soap? Huh... Psychoangel would be proud.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Zuglarkun on March 15, 2016, 05:02:05 am

This is a papyrus scroll, stamped with the wax seal of the Old Nets. It is addressed to Zuglarkun, Viceroy of Breadbowl.

With the arrival of the King, stricter adherence to the letter of the law will be expected. Hence the council has decided that the remaining positions of nobility shall be filled out by able individuals to carry out the administrative will of the council. We have decided that Imic "Wild Thing" meets such a profile, and will be appointed to the position of hammerer to help administer the arm of dwarven justice. Do be noted that this appointment will be effective immediately as of **1st Hematite 243** and you are advised to prepare the necessary equipment and training to expedite the process so he can take up his duties as soon as possible.

Sincerely,

The Dwarven High Council

Spoiler: Letter of appointment (click to show/hide)

```
Sibrek Logemtad king

a duchy
mayor
champion
outpost liaison
captain of the guard
militia commander
hammerer
manager
chief medical dwarf
broker
bookkeeper
militia captain
Ral Tholgoden militia captain aREQUIREDADEMANDNAMANDATER
Led Isosal@th militia captain aREQUIREDADEMANDNAMANDATER

Sibrek Logemtad king

Gwolfski Uristirtir duke of AREQUIREDADEMANDNAMANDATER

AREQUIREDADEMANDNAMANDATER

AREQUIREDADEMANDNAMANDATER

Sibrek Logemtad king

Gwolfski Uristirtir duke of AREQUIREDADEMANDNAMANDATER

AREQUIREDADEMANDNAMANDATER

AREQUIREDADEMANDNAMANDATER

MANDATER

VACANT

Feb Idosled militia captain aREQUIREDADEMANDNAMANDATER

AREQUIREDADEMANDNAMANDATER
```

Well shit, nobody told me anything, and what's this about a viceroy? These fellas are sauntering in like they owned the place, changing things and taking over operations at their leisure. Well I don't really care, they can do whatever they please as long as they leave me out of it. Oh wait, they are going to throw this task to me and expect me to carry out all the legwork?

Spoiler: Well screw this, I'll just delegate this to some lackey instead. (click to show/hide)

```
PS: 100 (38) arkun Amostbecor Zuglarkun Towntempted Spearmaster

Who cares what they think?
```

#### 4th Hematite

Progress is being made on the construction of the King's quarters. The base of the tower is being constructed out of lead, and the current plan will be to carve a moat around the tower. Our engineers are already on the task.

Spoiler: A slightly unhinged engineer at work (click to show/hide)

MoonyTheHuman Bronzegrasp

Construct Building
Novice Siege Operator (Rusty
Dabbling Discipline
Novice Observer (Rusty)
Dabbling Carpenter
Novice Siege Engineer (Rusty)
Dabbling Carpenter
Novice Siege Engineer (Rusty)
Dabbling Dsgnr (Rsty
Dabbling Persuader
Dabbling Negotiator
Dabbling Negotiator
Dabbling Judge of Intent

Converges 100 (35) TCP Child Econyling Ended to any body 20 over the long term Moony The Human Kilrud 20 dthur has been under a great deal of stress Within the last season he was content after a bath He was grouchy when caught in the last season he was content after a bath He was grouchy when caught in the rain He was blissful after sleeping in a great bedroom. He didn't feel anything after seeing the forgotten beast Thol the Night of Burying die He didn't feel anything after seeing the forgotten beast Thol the Highest of Burying die He didn't feel anything after seeing a clik bird die He feel to be an an a last seed to be seen a see the feel anything after seeing a clik bird die He feel to be an a last seed to be seen a see the feel anything after seeing a clik bird die He feel to be an a last seed to be seen a see the feel anything after seeing the forgotten beast Thol the He feel pleasure near a fine Seat He feel to be seen a see the feel anything after seeing a clik bird die He feel to be seen a feel anything after seeing a clik bird die He feel to be seen a feel anything after seeing a clik bird die He feel to be seen a feel anything after seeing a clik bird die He feel to be seen and the feel to be seen a feel anything after seeing a clik bird die He feel to be seen a feel anything after seeing a clik bird die He feel to be seen a feel anything after seeing a clik bird die He feel to be seen a feel anything after seeing a clik bird die He feel to be seen a feel anything after seeing a clik bird die He feel to be seen a feel anything after seeing a control anything after seeing the feel anything after seeing the feel to be seen a fine feel anything after seeing a clik bird die He feel to be seen anything after seeing a clik bird die He feel to be seen anything after seeing a control anything anything after seeing a clik bird die He feel to be seen anything after seeing a control anything after seeing a clik bird die He feel to be seen anything after seeing a clik bird die He feel to be seen anything after

In the meantime, extra dwarfpower is being channeled towards refuse dumping in the second caverns. The refuse dumps will be expanded to further separate out the junk so that our bone carvers will have easy access to the right materials.

Spoiler: Dumping proceeds in the caverns (click to show/hide)



Unfortunately, such tasks entail certain risks. One of our mason haulers (Which one? They all have the same name, it's so confusing.) is accosted by a "friendly" cave crocodile in search of a sparring partner.

Spoiler: friendly tap on the leg (click to show/hide)

```
Mason Haulers Tekkudamal Mason cancels Construct rock Blocks:
Interrupted by Cave Crocodile The Stray Blue Peacock (Tame) has been slaughtered
```

```
The Cave Crocodile bites The Mason in the right upper legalightly tapping the target!

Mason Haulers Tekkudamal Mason: I must withdraw!

Mason Haulers Tekkudamal Mason: In the midst of conflict I laugh in the face of death!

Mason Haulers Tekkudamal Mason: Help! Save me!
```

Fortunately, its over enthusiasm leads it straight into one of our cage traps. I believe May will be pleased with our new guest.

<u>Spoiler: a new resident</u> (click to show/hide)



With the absence of Vortex, Murky was appointed to militia captain of The Earthern Assaults. The fellas drank to his promotion.

### 6th Hematite 243

Spoiler: Little improvements (click to show/hide)

Fath Likotoslan outpost

Fath Inkedwinds

Outpost Liaison

Make Plaster Powder

In an effort to shore up deficiencies in our medical services, Fath the outpost liaison has begun making plaster powder for our hospital.

# 10th Hematite 243



Our Neighbourhood Watch has spotted a giant cave spider heading straight for our refuse haulers! Spoiler: Giant cave spider GET. (click to show/hide)







Someone inform May that we have yet another applicant applying for residency in the animal pens!

The new kitchen areas have been excavated and built. The King will be pleased to know that this will increase our meal cooking capacity exponentially, though first we must train more chefs to handle all the extra kitchen duties.





May has informed me that our new resident is happy with her stay at Breadbowl animal hotel. I hope she likes her unroofed quarters and the accompanying rain that never *EVER* lets up.





"Cousin Zuglarkun! I've heard you've become the Viceroy of Breadbowl!" said Bim as she sashayed up to me with a wide grin on her face, arms extended outwards in a show of welcome.

"Ah cousin Bim, I did not notice that you have recently moved to Breadbowl, allow me to extend my welcome as the presiding Overseer." said I as I gave her a hug back.

"Overseer? Oh no cousin, the King prefers for you to go by the appointment position of **Viceroy** instead of that uncouth term. As part of the King's retainers, I've been appointed as the Viscountess of Breadbowl to inspect the food production facilities and make sure everything is running alright. I expect you'll be hearing more about the changes to come soon." beamed Bim as she left me slightly befuddled at this new development. More changes?

This is a pigtail parchment marked with the wax seal of The Old Nets.

# Please be informed residents of Breadbowl,

As part of a greater movement to bring about greater cohesiveness of the community and greater productivity, the King has taken counsel with his personal council of advisers and formulated a series of changes to improve conditions here in Breadbowl. These changes are effectively immediately, and non-adherents will be severely hammered.

The "generic job title as name" act will be abolished. Instead, their names will be returned and the generic job title will go under their title or profession name.

"Thank Armok!" praised Mason Hauler No.4.

"Bless the King!" praised Potsmith No. 8.

"All praise be to Nekut!" hollered Brewmaster Brewer No. 3.

"All praise the King!" said Chef Cook no. 4.

"Yea Yea!" agreed ClearGlassDuty No. 3.

Evidently, the citizens of Breadbowl are sick of being given the generic unimportant character treatment. Well at least they have some more agency to exercise now.

#### The scroll continued:

#### Here is the second mandate:

The various Watch Onul's, Watch Cilob's, Watch Japa's, Watch Ushat's of the Neighborhood Watch shall have their titles consolidated and hereafter they shall be known as Watchers.

Here is the third and final mandate:

In recognition of her accomplishments, Quasar our esteemed mayor is to step down from her position as broker, and continue to focus on performing her mayoral duties. Fath our outpost liaison will instead step up to take the mantle of broker.

Sincerely,

The High Council of Breadbowl

#### 14th Hematite 243

Spoiler: They have come to take our food and drink (click to show/hide)

A human caravan from Behal Rusna has arrived

A caravan from Behal Rusna has arrived to cart off the meals and drinks to the various provinces in need of aid.

Spoiler: Famished rhinos (click to show/hide)



May reports that the rhinos are getting malnourished and require a transfer to fresh pastures. I've ordered a reshuffling of the pastures to avoid further starvation problems.

Spoiler: Elk Birds (click to show/hide)

→Elk bird hatchlings have hatched



```
Trn Stry Elk Brd Htching (Cilob Vucarurol Watcher Trn Stry Elk Brd Htching (Bomrek Emlikot Animal Tranr Trn Stry Elk Brd Htching (Iteb Dakonmonom Woodcrafter Place Track Vehicle Tirist Vodber Miner
```

She also reports that the training for the elk birds is coming along well. Recently even more elk bird hatchlings have hatched. She reports that we should expect a domesticated population of elk birds soon. After which we can proceed to cull off the adult population that to some degree retains a somewhat wild and unruly disposition.

<u>Spoiler: More improvements along the way</u> (click to show/hide)



Imush and Tirist are entrusted with the task of hauling the magma laden minecarts up to the surface. The plan will be to expand our glass making facilities so as to alleviate our drink production bottleneck problems due to lack of containers.

#### 17th Hematite 243

Spoiler: a goblin? (click to show/hide)

The goblin law-giver Anig Spicypolish has arrived once again to trade words with our Duke. Quasar is re-elected mayor, she would like to thank all her supporters and long time "customers".

Spoiler: Quasar is grateful (click to show/hide)

```
I was remederated I am so grateful!

She feels gratitude to be remederated Within the last seaso
```

Lost in all the heedless revelry, nobody notices when...

Spoiler: a visitor arrives to crash the party (click to show/hide)

```
The Forgotten Beast Licesi has come! A towering quadruped composed of corall. It has a pair of knobby antennae and it has a bloated body. Beware its webs!

Press Enter to close window
```

### 19th Hematite 243



Elsewhere, the GCS quarters are being expanded to accommodate the newly caught Giant Cave Spider. We hope to get a breeding program going for these magnificent creatures. Their meat will be a delightful addition to Breadbowl's menu.

"Loading some bait for a big catch! Loading some bait for a big haul!" May whistles as she merrily goes about her work.

Spoiler: Busy at work (click to show/hide)



May is so focused on her work that she fails to notice the danger that is slowly encroaching upon her.

Licesi arrives and stares down May.

Spoiler: May tries to crack a joke to placate the beast. (click to show/hide)

PS: 102 (31) ay Olinesmul May Longsfills Chief medical dwarf

Did you hear the one about the osprey and the forgotten beasts?

Within the last season she was annoyed when caught in the rain lices is not amused

Licesi is not amused. Spoiler: Little dwarves, little dwarves, let me in! (click to show/hide) Licesi Forgotten Beast rock salt Door x≡rock salt door≡x Forbid

May manages to escape from Licesi, locking the door behind her as Licesi scrambles to the door. The forgotten beast pounds mercilessly on the locked door, but the door holds and doesn't budge. In the meantime I wait with newly appointed captain murky just inside the doorway for the rest of the squads to arrive. I doubt the rock salt door will long withstand the pounding of Licesi.

Spoiler: Caught between a coral and a hard place (click to show/hide)







Recognizing the unfavorable terrain, where the narrowness of the corridor will allow the coral beast to fire with impunity, I proposed that we should split our forces and flank Licesi while it is occupied with the door. Our masons were contacted and an opening was forced in the southern wall. The Neighborhood Watch will make use of this opening to move into flanking position on the east end.

Spoiler: Time is running out (click to show/hide)



The rock salt door begins to show signs of budging as each pound sends dust clouds flying everywhere. I reckon it will not hold for much longer. The west wall is soon taken down and the Shafts of Fortifying are next to move into flanking position.

Spoiler: Wait, what's this? (click to show/hide) : M MIX W S MAN

Combat b: Labor m: M

Pyro where did you come from?

"No! Don't come closer, you'll alert the beast!" I shouted over the hideous din of Licesi pounding on the rock salt door.

Spoiler: Pyro needs to catch some Z's (click to show/hide)

p: Interrupted by Forgotten Beast

Damn it, Pyro seems drowsy and is not responding to our orders. Time to risk it!

# 20th Hematite 243

Spoiler: The Battle against Licesi (click to show/hide)

```
Beast in the head with the flat of
       Swordmaster slaps The Forgotten
≡steel short sword≡∏ fracturing
        Swordmaster slashes The Forgotten Beast

≡steel short sword≡ and the severed Part
The Forgotten Beast charges at The Swordmaster!
The Swordmaster stabs The Forgotten Beast in the right front foot with her mested short sword chipping it!
The Forgotten Beast falls over
The Axe Lord hacks The Forgotten Beast in the left front leg with his ≡steel battle axe≡ fracturing it!
                                                                             The Forgotten Beast s left rear
The Axe Lor chipping it The Foremos fracturing
                        Punches The Forgotten Beast in the head with his left hand
                        Mace Lord bites The Forgotten Beast in the right front leg ...
 The Foremost Mace Lord latches on fir
The Forgotten Beast breaks the grip o
front teeth on The Forgotten Beast s
The Foremost Mace Lord!
The Foremost Mace Lord!
The Foremost Mace Lord!
with his right foot chipping it!
The Axe Lord kicks The Forgotten Beast in the right rear foot chipping it!
The Axe Lord kicks The Forgotten Beast in the head with his left foot
The Axe Lord Punches The Forgot right hand chipping it!
The Forgotten Beast releases to front leg on The Axe Lord (State of Foremost Mace Lord Punches his right hand chipping it!
                                              Forgotten Beast in the right rear leg with his
                                                                            The Forgotten Beast s right
                                                          eel cap)
The Forgotten
The Foremost Mace Lord bashes The Forgotten Beast in the left front legwith his Alaknikot chipping it!
```

The Shafts of Fortifying issued from the left passageway in secret and are now beginning to flank Licesi. Meanwhile, The Earthern Assaults waited for the Shafts to distract Licesi before issuing out from the barely standing rock salt door. The Neighborhood Watch will attempt to provide support fire from the right.

DDDragoni was first to engage Licesi Garethofiva. She was old, but still hale at 153 years of age and wielded her  $\equiv$ steel short sword $\equiv$  with considerable skill, striking at the feet of the beast, causing it to fall over. Taking the opening, Olin charges in along with Sanctume the *Foremost* among Mace Lords and begins to chip away at the beasts formidable armor. Still the beast was undeterred and even though grounded was still a dangerous foe, trying to wrangle at the dwarves and grasp at anything nearby. DDDragoni was caught up in its webs and Licesi took advantage by grappling her teeth. The other dwarves hacked away at the coral hide of Licesi managing to free DDDragoni, but she falls over and is entangled yet again in Licesi's spray of webbing. The dwarves tried to hack away at the thick coral encrusted hide to little avail.

Spoiler: Tragedy (click to show/hide)

```
The Forgotten Beast kicks The Swordmaster in the head with its left rear foot and the injured part collapses into a lump of gore!

An artery has been opened by the attack!

The Axe Lord hacks The Forgotten Beast in the head with his misteel battle axem and the severed part sails off in an arc!

DDDragoni Rilbetkeskal Swordmaster has been found dead
```

If Licesi was going down it was going to take someone with it. It grabbed a prone and webbed DDDragoni by her greaves and with a mighty kick, caved in DDDragoni's skull. Finally, Asen the Axe Lord hacks off the beasts coral crowned head with a mighty heave of his  $\equiv$ steel battle axe $\equiv$ , ending the rampage of Licesi Cavejuice.

Spoiler: Aftermath (click to show/hide)

```
| Candler | Cand
```

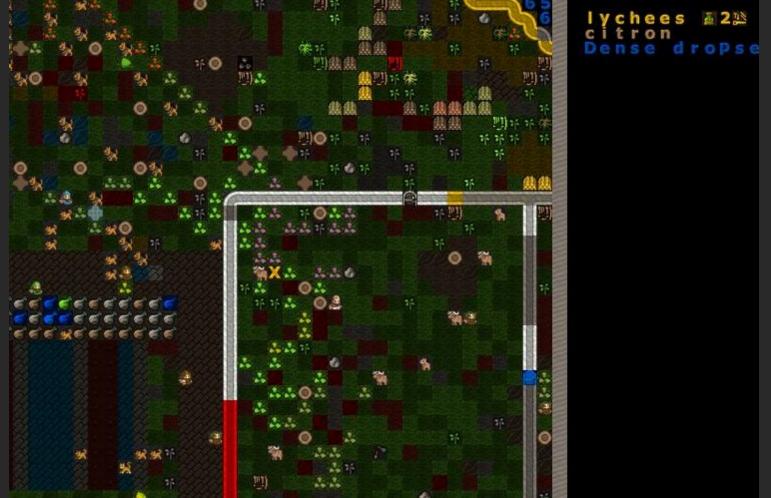
{ candlenut shield }
({steel right gauntlet})
({steel left gauntlet})
({steel left gauntlet})
({steel greaves})
({ibex leather waterskin})
{ iron breastplate }
{ iron breastplate }
{ isteel short sword }
({steel helm})
({steel helm})
({steel high boot})
({steel high boot})
{ incesi Garethofivals head continued by the steel short should be shoul

The last moments of old fogey DDDragoni.

```
The Forgotten Beast strikes at The Swordmaster but the shot is blocked!
The Swordmaster slaps The Forgotten Beast in the head with the flat of her Esteel short sword fracturing it!
The Forgotten Beast strikes at The Swordmaster but the shot is blocked!
The Swordmaster slashes The Forgotten Beast in the left front foot with her Esteel short sword and the severed part sails off in an arc!
The Forgotten Beast misses The Swordmaster!
The Forgotten Beast charges at The Swordmaster!
The Swordmaster jumps away!
The Swordmaster stabs The Forgotten Beast in the right front foot with her Esteel short sword chipping it!
The Forgotten Beast misses The Swordmaster!
The Swordmaster is caught up in the web!
The Forgotten Beast grabs The Swordmaster by the upper right back teeth with its left rear leg!
The Swordmaster is caught up in the web!
The Forgotten Beast releases the grip of The Forgotten Beast is left rear leg on The Swordmaster is caught up in the web!
The Forgotten Beast releases the grip of The Forgotten Beast is left rear leg on The Swordmaster is upper right back teeth
The Forgotten Beast releases the grip of The Forgotten Beast is left rear leg on The Swordmaster is upper right back teeth
The Forgotten Beast kicks The Swordmaster by the (steel greaves) with its right front leg!
The Forgotten Beast kicks The Swordmaster in the head with its left rear leg to and the injured part collapses into a lump of gore!
An artery has been opened by the attack!
DDDragoni Rilbetkeskal Swordmaster has been found dead
```

Spoiler: A bountiful harvest (click to show/hide)

```
Urdim Bomrekzareth Herbalis
Urdim Whipdesert Dabling Wason
Master Herbalist
Novice Furnace Operatr (Rsty
Skilled Weaponsmith (V Rusty
Dabbling Building Designer
Dabbling Swimmer
Dabbling Persuader
Dabbling Negotiator
Dabbling Judge of Intent
```



Above ground, the fecund foliage surrounding Breadbowl bursts into a medley of colors as various fruits are in season. The fruits have matured and are ready for harvest, and many dwarves are taking stepladders to climb up the canopy treetops; tossing the fruits down to the ground below. Rambutans, paradise nut fruits, lychees, citrons, olives, guavas, finger limes and bitter oranges all lay littered all over the animal pens where the orchard is located.

Spoiler: 1st round of trade (click to show/hide)

Fresh 100 (25)

The Crafts warfship of the dwarves is unparalleled

Lett's make a deal!

Pevit seems willing to trade

Capta Burnel

(-Crine barrel=)

(-Crine barrel-)

(-Crine b

Outpost Liaison and now broker Fath trades for some sand bags, clay, empty wooden barrels and iron anvils for most of the "junk" we have lying around. All the large and small ill fitting clothing, troll derived apparel, elf produced grown apparel and all the arrows were traded away.

<u>Spoiler: The naming train continues</u> (click to show/hide)

```
Asen Udilneles Axe Lord has bestowed the name Etosttashem Thukkantost Etvuth upon a steel battle axe!

Press Enter to close window

EtosttaFPS: 100 (34)ost Etvuth Containedpulled the Amber Vise of Scandil This is a exceptional steel battle axe.

One Notable Kill Licesi Cavejuices the forgotten beast d 243

Three Other Kills

One troll (%) in Breadbowl Two ogresses (%) in Breadbowl Slayer

Asen Lanternstrapped the dwarf four kills
```

In recognition of its prowess, Asen names the ≡steel battle axe≡ that killed Licesi - Containedpulled the Amber Vise of Scandles. Well deserved!

# 22nd Hematite 243

Rhino calves were born, and the King has imposed a ban on bucklers as well as scepters.

In the meantime, the goblin law-giver has adjourned into the Duke Gwolfski's office to discuss important political matters with the Duke. Spoiler: The same old same old (click to show/hide)



The goblin law-giver goes on a long tirade about the wars afflicting our world. The Duke nods and lends a listening ear, but pays no heed, as he has heard of all this before. He could hardly mask his aura of ambivalence, as he listened to the goblin spill its drivel. From Breadbowl's standpoint, none of this changes anything, we'll still have to feed all the refuges.

Spoiler: More news from the border lands (click to show/hide)
The dukpps: 100 (36) Unistinity of Breadbowl meets with the Goblin law giv Julosm Grayfondle became lord of The League of Brunches Mortalmasters became overlord of The Group of Stokers a = Finish Peeking in on conversation

The meeting comes to an end, with the Duke bidding the goblin law-giver a "safe" journey. "Damn it, all that talk made me work up an appetite for strawberries" He muttered to himself.

Spoiler: Farewell (click to show/hide)

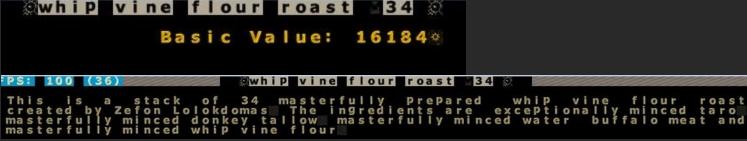
The dukFPS: 79 (29) Unistrict of Breadbowl meets with the Goblin law giv

Anig Sheeeko: It has been an honor noble Gwolfski Uristirtir I bid you farewell



The elder DDDragoni is entombed next to Vorvtex and Zulban. I think she would have liked to have ended her life's journey this way, in the heat of battle instead of doddering on until old age took her at the end of her wits.

### 27th Hematite 243



The King sat down to admire this most exquisite of dwarven cuisines, water buffalo meat mixed with chunks of finely minced taro, coated in whip vine flour and fried in a batter of donkey tallow. He felt a pang of bliss as he took a bite out of it. It had a delectable savoriness to it, and the crunchiness of the outer crust contrasted sharply with the tender buffalo meat. Still, it was no substitute for finely prepared white spotted pufferfish or two humped camel hump pie. He took another bite of it and asked that it be brought to the caravan to be added to the food stocks headed out for the borderlands. He would have to satisfy his urges via other means.

Spoiler: Final trade tally (click to show/hide) Merchants from Behal Rusna Thank you for your business Pevit: Ah wonderful ecstatic with the trading Behall Rusna Pevit seems 五丁型 v: View good Enter: Mark for trade Shift Enter: Mark all goods for trade o: Offer marked to Behal Rusna w: Search Value: 8897/26 19664 2469 7 plants prepared meals cheese Powder drinks rood and drink stocks before trade lants repared meals cheese Powder drinks arter trade : 2430 meals 779 dķiņks sent to the borderlands

After consulting with the Mayor, and with the blessings of the king, the purchase of white yam seeds, cotton seeds and alfalfa seeds was approved and added to our seed portfolio. Other seeds native to our soil conditions were also brought to bolster our seed stocks.

The traders brought foxtail millet and white millet but no pearl millet at all, a shame really. Unfortunately the Duke's mandate for all things strawberry related will have to be put off. There is not a single strawberry in sight anywhere. However, the good news is that watermelons are in season!

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on March 15, 2016, 09:39:30 am

Santume raises his drink to toast,

"It is glorious to see Shafts, Earthen, and Watchers in action against the beast! Salute to old DDDragoni, you have been honored a warrior's death."

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on March 15, 2016, 12:21:34 pm

Bearskie nurses his mug glumly. The king, the beasts, the infected... DDDragoni's death was just the latest in a series of downturns for Breadbowl. He nods at Sanctume's toast with respect. Filled with sadness, he decides to retire to bed early.

Spoiler (click to show/hide)

Yep, my character is not in a good place. Also, sad gorlak is a thing.



Don't you see how sad he looks? 😃

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: **DDDragoni** on **March 15, 2016, 01:40:16 pm** 

Quote from: Zuglarkun on March 15, 2016, 05:02:05 am

DDDragoni was first to engage Licesi Garethofiva. She was old, but still hale at 153 years of age and wielded her =steel short sword= with considerable skill, striking at the feet of the beast, causing it to fall over. Taking the opening, Olin charges in along with Sanctume the Foremost among Mace Lords and begins to chip away at the beasts formidable armor. Still the beast was undeterred and even though grounded was still a dangerous foe, trying to wrangle at the dwarves and grasp at anything nearby. DDDragoni was caught up in its webs and Licesi took advantage by grappling her teeth. The other dwarves hacked away at the coral hide of Licesi managing to free DDDragoni, but she falls over and is entangled yet again in Licesi's spray of webbing. The dwarves tried to hack away at the thick coral encrusted hide to little avail.

Spoiler: Tragedy (click to show/hide)

The Axe Lord hacks axe≡ and the sever DDDragoni Rilbet head with his ≡steel battle the found dead

If Licesi was going down it was going to take someone with it. It grabbed a prone and webbed DDDragoni by her greaves and with a mighty kick, caved in DDDragoni's skull. Finally, Asen the Axe Lord hacks off the beasts coral crowned head with a mighty heave of his ≡steel battle axe≡, ending the rampage of Licesi Cavejuice.

Spoiler: Aftermath (click to show/hide)



The last moments of old fogey DDDragoni.

slaps The Forgotten sword≡ fracturing Forgotten Beast charges at The Swordmaster! Swordmaster stabs The Forgotten E ≣steel short sword≣ chipping it! in the right front foot with Beast Swordmaster falls over DDDragoni Rilbetkeskal Swordmaster has been found dead

(snip)



his is the resting lace of DDDragoni∭ Rilbetkeskal∭ Sw

until old age took her at the end of her wits.

Alas, dear Granny, we hardly knew ye. I think she would have wanted to go out making sure the young'ns were protected. Would you be so kind to redorf me as Darzen?

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Gwolfski on March 15, 2016, 03:35:19 pm

Make Strawberry roasts: 0/30 Make Strawberry soap: 0/10 Make Strawberry wine: 0/50

The baron is not pleased.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Blitzgamer on March 16, 2016, 03:15:37 pm Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: MoonyTheHuman on March 16, 2016, 05:34:46 pm

Turn request, Also, Dorf me, i want to be a male dorf with a pet cat, engineer at best

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Zuglarkun on March 17, 2016, 01:22:27 am

Quote from: DDDragoni on March 15, 2016, 01:40:16 pm

Would you be so kind to redorf me as Darzen?

Any specific preferences that will help me narrow it down? Or should I just roll the dice?

Quote from: Blitzgamer on March 16, 2016, 03:15:37 pm

requesting dwarfing as blitzgamer, male, likes blue/microline, and is either a weaponsmith or armorsmith

I have a match for microcline but she is a metalsmith. Will that do?

Quote from: MoonyTheHuman on March 16, 2016, 05:34:46 pm

Turn request, Also, Dorf me, i want to be a male dorf with a pet cat, engineer at best

You've already been dorfed. 3rd spoiler (A slightly unhinged engineer at work) from my last post, as the only dwarf with a mechanic profession left that is not Tick Slayer. Also likes giant minks instead of cats. Will that suffice?

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: DDDragoni on March 17, 2016, 01:26:18 am

Quote from: Zuglarkun on March 17, 2016, 01:22:27 am

Quote from: DDDragoni on March 15, 2016, 01:40:16 pm

Would you be so kind to redorf me as Darzen?

Any specific preferences that will help me narrow it down? Or should I just roll the dice?

Just roll the dice. It helps me get ideas for an interesting character.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Zuglarkun on March 17, 2016, 05:25:58 am

Quote from: DDDragoni on March 15, 2016, 01:40:16 pm

Just roll the dice. It helps me get ideas for an interesting character.

\*rolls 1d200\* (its 1d200 because we recently received 3 migrants)

Spoiler: hmmm... (click to show/hide)

Congratulations! You are now Darzen Lucklancer, father of Imic Fliersacks Wild Thing!

Quote from: Gwolfski on March 15, 2016, 03:35:19 pm

Make Strawberry roasts: 0/30 Make Strawberry soap: 0/10 Make Strawberry wine: 0/50

The baron is not pleased.

### \*Looks up from mandate scroll\*

"Say... Mayor Quasar..."

"Yes what is it? Can't you see there is a long line of citizens waiting to cry and yell their lungs out at me?"

"Er yes. Do you know of any barons named Gwolfski?"

"Let's see now... We have a... duke that's named Gwolfski. \*slight pause for dramatic effect\* But I'm afraid I don't know of any barons that go by that name."

"Hmmm... Well that settles it then. \*Tears up mandate\* I just don't understand. Why would someone want to play a prank like that?"

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Gwolfski on March 17, 2016, 06:02:07 am

The Duke, hereby to be referred to as Baron, Duke, or Gwolfski, has mandated the production of the following:

- Strawberry roasts, numbering 30
- Strawberry soap, numbering 5
- Strawberry wine, numbering 56

The Duke is not pleased at all.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Imic on March 17, 2016, 06:15:19 am

Quote from: Zuglarkun on March 17, 2016, 05:25:58 am

Quote from: DDDragoni on March 15, 2016, 01:40:16 pm

Just roll the dice. It helps me get ideas for an interesting character.

\*rolls 1d200\* (its 1d200 because we recently received 3 migrants)

Spoiler: hmmm... (click to show/hide)

Congratulations! You are now Darzen Lucklancer, father of Imic Fliersacks Wild Thing!

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Bearskie on March 17, 2016, 07:18:58 am

Quote from: Zuglarkun on March 17, 2016, 05:25:58 am

Spoiler: hmmm... (click to show/hide)

Congratulations! You are now Darzen Lucklancer, father of Imic Fliersacks Wild Thing!

RNGesus has a sense of humor today. :P

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Zuglarkun on March 17, 2016, 08:52:19 am

Title: Re: Breadbowl: a Succession Farm [40.24]

Post by: MoonyTheHuman on March 17, 2016, 08:56:15 am

Quote from: Zuglarkun on March 17, 2016, 01:22:27 am

Quote from: DDDragoni on March 15, 2016, 01:40:16 pm

Would you be so kind to redorf me as Darzen?

Any specific preferences that will help me narrow it down? Or should I just roll the dice?

Quote from: Blitzgamer on March 16, 2016, 03:15:37 pm

requesting dwarfing as blitzgamer, male, likes blue/microline, and is either a weaponsmith or armorsmith

I have a match for microcline but she is a metalsmith. Will that do?

Quote from: MoonyTheHuman on March 16, 2016, 05:34:46 pm

Turn request, Also, Dorf me, i want to be a male dorf with a pet cat, engineer at best

You've already been dorfed. 3rd spoiler (A slightly unhinged engineer at work) from my last post, as the only dwarf with a mechanic profession left that is not Tick Slayer. Also likes giant minks instead of cats. Will that suffice?

Yea, i forgot about that dwarfing, woops, :P

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on March 17, 2016, 11:22:32 am

Quote from: Bearskie on March 17, 2016, 07:18:58 am

Quote from: Zuglarkun on March 17, 2016, 05:25:58 am

Spoiler: hmmm... (click to show/hide)

Congratulations! You are now Darzen Lucklancer, father of Imic Fliersacks Wild Thing!

RNGesus has a sense of humor today. :P

Oh boy, this is gold. There's history there. And I'd blame the duke first, and maybe even the commander and the mayor for result of this... wild child.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on March 17, 2016, 11:24:17 am

Quote from: Zuglarkun on March 17, 2016, 08:52:19 am

Do I hear leather fashion is trending?

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Imic on March 17, 2016, 11:48:27 am

Quote from: Sanctume on March 17, 2016, 11:24:17 am

Quote from: Zuglarkun on March 17, 2016, 08:52:19 am

Do I hear leather fashion is trending?

Good point.

BY ORDER OF THE KING, IT IS NOW VERY, VERY FASHIONABLE TO WEAR LEATHER. WHOEVER WHO DOES NOT WEAR LEATHER (unless there's no leather left (not very likely) or if you wear armour) WILL BE SCORNED UPON BY SOCIETY. THEN HAMMERED. lol

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Gwolfski on March 17, 2016, 03:35:38 pm

The Duke mandated export of all leather goods, excluding quivers and cloaks.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Imic on March 17, 2016, 04:01:37 pm

Quote from: Gwolfski on March 17, 2016, 03:35:38 pm

The Duke mandated export of all leather goods, excluding quivers and cloaks.

Dammit.

ALSO i have a plan to link doomforests to some other forts so that it can go out with a bang, or at least bring it back to life! ...shall breadbowl be a part of this?

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Taupe on March 17, 2016, 04:12:11 pm

Quote from: Imic on March 17, 2016, 04:01:37 pm

Quote from: Gwolfski on March 17, 2016, 03:35:38 pm

The Duke mandated export of all leather goods, excluding quivers and cloaks.

ALSO i have a plan to link doomforests to some other forts so that it can go out with a bang, or at least bring it back to life! ...shall breadbowl be a part of this?

Threads have a hard enough time keeping on-topic without this kind of idea.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Gwolfski on March 17, 2016, 04:15:43 pm

Being a duke is so much fun....

Title: Re: Breadbowl: a Succession Farm [40.24]

Post by: TheImmortalRyukan on March 17, 2016, 04:16:20 pm

Quote from: Taupe on March 17, 2016, 04:12:11 pm

Quote from: Imic on March 17, 2016, 04:01:37 pm

Quote from: Gwolfski on March 17, 2016, 03:35:38 pm

The Duke mandated export of all leather goods, excluding quivers and cloaks.

Dammit.

ALSO i have a plan to link doomforests to some other forts so that it can go out with a bang, or at least bring it back to life!

...shall breadbowl be a part of this?

Threads have a hard enough time keeping on-topic without this kind of idea.

So, it'll just make it more complicated? I fail to see the problem...

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: QuQuasar on March 17, 2016, 05:03:24 pm

Quote from: Zuglarkun on March 17, 2016, 08:52:19 am

reproduce.

Ouote

... even with careful culling...

Well there's yer problem.

The Mayor/former Head Cook politely suggests (raising her voice to speak over the top of the half-a-dozen dwarves currently crying on/yelling at her) that you put everyone in Breadbowl on butchering and cooking duty, make an enormous meat-processing area, and cull all but two of each species of animal.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: **DDDragoni** on **March 17, 2016, 05:45:07 pm** 

Quote from: TheImmortalRyukan on March 17, 2016, 04:16:20 pm

Quote from: Taupe on March 17, 2016, 04:12:11 pm

Quote from: Imic on March 17, 2016, 04:01:37 pm

Quote from: Gwolfski on March 17, 2016, 03:35:38 pm The Duke mandated export of all leather goods, excluding quivers and cloaks.

Dammit.

ALSO i have a plan to link doomforests to some other forts so that it can go out with a bang, or at least bring it back to life!

...shall breadbowl be a part of this?

Threads have a hard enough time keeping on-topic without this kind of idea.

So, it'll just make it more complicated? I fail to see the problem...

Besides the complications, another issue is that not everyone involved in Breadbowl is involved with or likes the style of Doomforests, and vice-versa. There's a reason that forts generally don't interconnect unless that was planned from the beginning.

Title: Re: Breadbowl: a Succession Farm [40.24]

Post by: TheImmortalRyukan on March 17, 2016, 06:15:40 pm

Oh I know, but this is Dwarf Fortress... You can't out-complicate complication incarnate

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on March 17, 2016, 09:09:33 pm

Doomforest is too complicated to follow and it already seems out of sync between the actual fort and the many cults.

Breadbowl is a non-zombie infestation, with actual siege from goblins that is quite rare for a v40.

I look forward to a more tamed emergent transition with the monarch moving in.

Stress is still a real threat. And we have not even begin to agro the elves yet.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Blitzgamer on March 17, 2016, 11:34:35 pm

what the, I'm a chick? oh well, at least this place is less crazy than murderflood.

occ: i'll take her

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Bearskie on March 18, 2016, 01:05:19 am

Quote from: Sanctume on March 17, 2016, 09:09:33 pm

Doomforest is too complicated to follow and it already seems out of sync between the actual fort and the many cults.

Breadbowl is a non-zombie infestation, with actual siege from goblins that is quite rare for a v40.

I look forward to a more tamed emergent transition with the monarch moving in.

Stress is still a real threat. And we have not even begin to agro the elves yet.

Hear, hear.

Let's aggro the human AND the elves, then we can get some real sieges. We can always rely on the dwarven caravan to export our food.

Maybe leave the goblin diplomat alone though. He's more entertaining alive than dead.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Imic on March 18, 2016, 08:11:20 am

oh well. it was a nice try. also... ADMIN DUKE ABUSE!!!!!?!!!

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Gwolfski on March 18, 2016, 09:05:40 am

Quote from: Imic on March 18, 2016, 08:11:20 am

oh well. it was a nice try. also... ADMIN DUKE ABUSE!!!!!?!!!

Duke abuse? At least I'm not mandating slade beds... He..hehehe.hehe-Mwahahahahah-! Oh dear, you gave me an idea....

Title: Re: Breadbowl: a Succession Farm [40.24]

Post by: TheImmortalRyukan on March 18, 2016, 01:01:41 pm

Quote from: Gwolfski on March 18, 2016, 09:05:40 am

Quote from: Imic on March 18, 2016, 08:11:20 am

oh well. it was a nice try. also... ADMIN DUKE ABUSE!!!!!?!!!

Oh dear, you gave me an idea....

Nothing good ever came from those words

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Gwolfski on March 18, 2016, 02:34:15 pm

Quote from: TheImmortalRyukan on March 18, 2016, 01:01:41 pm

Quote from: Gwolfski on March 18, 2016, 09:05:40 am

Quote from: Imic on March 18, 2016, 08:11:20 am

oh well. it was a nice try. also... ADMIN DUKE ABUSE!!!!!?!!!

Oh dear, you gave me an idea....

Nothing good ever came from those words

Exactly!

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Bearskie on March 19, 2016, 09:45:41 am

Do you know what we do to pesky nobles here in Breadbowl?

<u>Spoiler</u> (click to show/hide)



Trial by Hamster.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Gwolfski on March 19, 2016, 10:16:34 am

I LOVE HAMSTERS!!!!

Mandate: Get the Duke a pet War Hamster.

Title: Re: Breadbowl: a Succession Farm [40.24]

Post by: TheImmortalRyukan on March 19, 2016, 10:21:38 am

Random Dude who has never been apart of the Fortress Mandates growing of Strawberries.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Imic on March 19, 2016, 11:53:15 am

Quote from: Gwolfski on March 19, 2016, 10:16:34 am

I LOVE HAMSTERS!!!!

Mandate: Get the Duke a pet War Hamster.

Paladinial mandate: strip the duke of a bit of his power

Other paladinial mandate: hurry up and make my paladinial law enforcement squad

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on March 19, 2016, 12:42:50 pm Quote from: Gwolfski on March 19, 2016, 10:16:34 am

I LOVE HAMSTERS!!!!

Mandate: Get the Duke a pet War Hamster.

Commander Taupe tends to prefer dead hamsters, or cower in fear from them.

Title: Re: Breadbowl: a Succession Farm [40.24]

Post by: MoonyTheHuman on March 19, 2016, 01:58:40 pm

Doomforests pulled breadbowl into the plot via stupid portal... run for ur live >\_>

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: DDDragoni on March 19, 2016, 02:19:46 pm

Quote from: MoonyTheHuman on March 19, 2016, 01:58:40 pm

Doomforests pulled breadbowl into the plot via stupid portal... run for ur live >\_>

I'm fine with them doing whatever they want on their own thread, I'd just rather it stay there. That kind of thing fits the RP-heavy style of Doomforests with its cults and whatnot, but Breadbowl's story is much more grounded in the actual gameplay.

Quote from: Imic on March 19, 2016, 11:53:15 am

Other paladinial mandate: hurry up and make my paladinial law enforcement squad

"Is that what you and your little friends are calling yourselves now, son? Heh heh, that's adorable. Now run along, scamp, Daddy's working."

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Gwolfski on March 19, 2016, 03:26:13 pm

Mandate: All Paladinial Mandates to be approved by the Duke first

Title: Re: Breadbowl: a Succession Farm [40.24]

Post by: TheImmortalRyukan on March 19, 2016, 03:29:35 pm

Random Dude Mandate: All Mandates are null and void without the consent of the Secretary

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Gwolfski on March 19, 2016, 03:34:11 pm

All dates made of Man should be invalid anyway. approved.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: TheBiggerFish on March 19, 2016, 03:41:34 pm

Madnate: This is stupid. Stop it. (yes the typo is intentional)

Title: Re: Breadbowl: a Succession Farm [40.24]

Post by: TheImmortalRyukan on March 19, 2016, 03:47:55 pm

Random Dude Mandate #3: All Dates made of Man are hereby made Valid

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: TheBiggerFish on March 19, 2016, 03:48:58 pm

Stoppit.

Title: Re: Breadbowl: a Succession Farm [40.24]

Post by: TheImmortalRyukan on March 19, 2016, 04:23:04 pm

Random Dude mandate #4: No Stopping of Issuing Mandates... wait... this contradicts Mandate #2...

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Gwolfski on March 19, 2016, 05:40:20 pm

Mandate: A mandate issued by non-nobility will result in hammering.

Title: Re: Breadbowl: a Succession Farm [40.24]

Post by: TheImmortalRyukan on March 19, 2016, 05:55:10 pm

I am nobility in 5 other forts

0:)

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Gwolfski on March 19, 2016, 06:04:48 pm

Quote from: TheImmortalRyukan on March 19, 2016, 05:55:10 pm

I am nobility in 5 other forts

0:)

THIS fort, tho

Title: Re: Breadbowl: a Succession Farm [40.24]

Post by: TheImmortalRyukan on March 19, 2016, 06:11:09 pm

One Ryukan has killed some random Human lord and and, by the weird laws in place, has claimed his title...

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Gwolfski on March 19, 2016, 06:15:26 pm

Quote from: TheImmortalRyukan on March 19, 2016, 06:11:09 pm

BREAKING NEWS!!!

One Ryukan has killed some random Human lord and and, by the weird laws in place, has claimed his title...

Well done! not this FORT tho...

Title: Re: Breadbowl: a Succession Farm [40.24]

Post by: TheImmortalRyukan on March 19, 2016, 06:23:00 pm

Quote from: Gwolfski on March 19, 2016, 06:15:26 pm

Quote from: TheImmortalRyukan on March 19, 2016, 06:11:09 pm

BREAKING NEWS!!!

One Ryukan has killed some random Human lord and and, by the weird laws in place, has claimed his title...

Well done! not this FORT tho...

Then I counter-mandate your mandate

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: TheBiggerFish on March 19, 2016, 06:24:29 pm

I mandate that this nonsense cease immediately.

Title: Re: Breadbowl: a Succession Farm [40.24]

Post by: TheImmortalRyukan on March 19, 2016, 06:53:56 pm

Quote from: TheBiggerFish on March 19, 2016, 06:24:29 pm

I mandate that this nonsense cease immediately.

I mandate: No

Title: Re: Breadbowl: a Succession Farm [40.24]

Post by: MoonyTheHuman on March 19, 2016, 07:34:32 pm

Moony Mandate: I mandate TheBiggerFish For Hammering

\*Has a artifact lead hammer\*

Title: Re: Breadbowl: a Succession Farm [40.24]

Post by: TheBiggerFish on March 19, 2016, 07:39:53 pm

Quote from: TheBiggerFish on March 19, 2016, 06:24:29 pm

I mandate that this nonsense cease immediately.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Imic on March 20, 2016, 01:48:13 am

I mandate that the next mandate to be mandated shall result in a mandatory hammering every five minutes till you're dead. BY ORDER OF THE KING

DUKE GWOLFSKI IS STUPID

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Zuglarkun on March 20, 2016, 02:58:43 am

### 1st Malachite 243

Imic barged into the barracks and confronted me with a message from the Duke he says. He hands me a scrap of paper bearing the seal of Breadbowl.

This is what it said,

The Duke (hereby to be referred to as Baron, Duke, Gwolfski or the noble that says diggy diggity hole) mandates the production of 30 strawberry roasts, 50 strawberry wine, 10 strawberry soap and a strawberry SHRUBBERY \*cue dramatic music\* in his office (one that looks nice, and is not too expensive he adds).

Spoiler (click to show/hide)

91 (34) i Uristirtir Gwolfski Daggerdangles duke of Breadbowl

<code><code><code>People should listen to what I have to say</code></code></code>

Otherwise, there will be repercussions!

Your Duke, Gwolfski

"If the Duke is not appeased, you will be hammered or jailed!" Jeered Imic as he ran in circles around me chanting, "someones getting hammered, someones getting hammered."

"Wait just a moment here..." I pondered before grabbing hold of Imic whom squirmed like a wet fish in my grasp.

"Where did that dramatic music come from?" I asked the little brat of a hammerer.

"You will never know! You will never know!" Taunted Imic as he slipped from my grasp and jaunted off.

"Bah, I'll look into fulfilling the mandate." I muttered absentmindedly as I watched the young fella scamper off.

"Damn nobles."

#### 2nd Malachite 243



I've ordered the fishing area to reopened in lieu of the lack of fish in our larders. I've also ordered our forges expanded and powered by a refill of magma in an effort to expand the forge area so that we might use our glass making capabilities to solve the container bottleneck issues with our food and drink supplies.

After consulting the farmers and herbalists, my worst fears have been confirmed (no, not a plague of flying mussels), it's that strawberries are not found anywhere in this region. How am I going to answer to the Duke?

```
Spoiler: May is displeased (click to show/hide)

PS: 100 (35) ay Olinesmul May Tongsfills chief medical dwarf

There arenat enough dining tables Immannoyed
```

May has also come up to me, annoyed with the lack of tables for her study located in the middle of the animal pens. Hmmm, I wonder how she has been bookkeeping all this time? In an effort to appease her, I've temporarily relocated her study to the new and unfinished noble tower. I hope nobody minds.

### 6th Malachite 243

```
Spoiler: nuisances (click to show/hide)

Logem Stukosvathsith Dyer cancels Store Item in Stockpile: Interrupted by Cave Crocodile

The Cave Crocodile misses The Dyer!
The Cave Crocodile misses The Dyer!
Logem Stukosvathsith Dyer: I must withdraw!

The Cave Crocodile misses The Milker!
The Cave Crocodile misses The Milker!
Ushrir Nokimostath Milker: Stop! This isnut happening!
Ushrir Nokimostath Milker: Stop! This isnut happening!
Ushrir Nokimostath Milker: The battle rages I am not scared!
Ushrir Nokimostath Milker: Help! Save me!
```

There have been sightings of a cave crocodile romping about and harassing our citizens in the caverns. Normally this would be a cause for concern, but they've dwarfhandled coati and other beasts (though not the fearsome Giant Hamster) before. What is a mere cave crocodile to the likes of them?

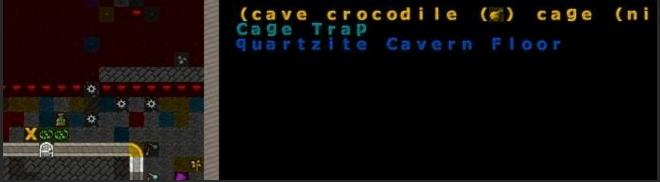
The herbalists have reported sightings of passion fruit vines sprouting on our eastern borders. This is welcome news! I've set the herbalists to gather as many of them as possible. They've have also spotted cassavas growing up north that they report can be used for brewing. Most excellent! I leave them to gather as many of these plants as they can. Also, the herbalists have advised me to curb the cooking of various garden plants and fruits, such as the various yams, alfalfa, taro and watermelons so that we may obtain their seeds via raw consumption. They assure me that this will be better in the long haul so that we can grow sufficient quantities of our own without having to resort to gathering them every season. I am no farmer so I leave these matters to their discretion.

Spoiler: smoking ruin (click to show/hide)



I've gotten Bearskie's old refuse dump working. Well, rather I dumped a minecartful of magma down there to incinerate the offending corpses down the shaft and staunch their lingering stench.

Spoiler: Cave crocodile GET! (click to show/hide)



May is most pleased with her new study, keeps her records dry and sheltered from the rain she says. She is also pleased to report that we have managed to lure and capture the trouble making cave crocodile. She notes that it is male and with any luck we'll have a breeding pair of cave crocodiles on our hands.

With all this Overseer uh, I mean Viceroy business lately, I have been neglecting my training. Taupe is most displeased with my conduct and has ordered for more private sparring sessions in my schedule. Suits me fine, I've been weary of all this managing business. Oh how I've missed you darling! They say absence makes the heart fonder, if so...

Spoiler: never leave me darling <3 (click to show/hide)

Zuglarkung Amostbecorg Viceroy has grown attached to a steel spear!

### 9th Malachite 243

As per my request, May reports that the tally for animals is at 337 and growing. After my efforts to impress upon the mayor that the animal population is growing out of control; being a serious risk to hygiene, the mayor mandates that all but a single breeding pair of animals are to be slaughtered.

Spoiler: I am beside myself with joy (click to show/hide)



Conspicuously exempt from this rule are cats, two-humped camels, giant grey parrots, rhinoceroses and giant hamsters (but of course).

Spoiler: Trolling (click to show/hide)





A troll has been battering the already dilapidated door located at our cavern entrance. After smashing down the battered door, it walks straight into one of our cage traps. I take this as just another sign that our caverns are insecure and prone to all sorts of security lapses, I'm looking into a better security design for the caverns lest another Forgotten Beast incident happens again.

rock salt Door

XX=rock salt door=XX

#### 13th Malachite 243

Spoiler: What do we have here? (click to show/hide)

```
      Property of the state of
```

First to arrive is *Solon Hammerwinds*, a simple farmer.





Next to follow is a married couple, *Dishmab Mansionfences* a soaper of some regard. Spoiler: Dishmab Mansionfences (click to show/hide)

Dishmab Mûthkatustuth, Soap Maker Dishmab Mansionfences New Arrival **Novice Miller Adequate Soaper** 则漆 **Novice Shearer Novice Spinner** 0 西水平平 c: Combat b: Labor Dishmab Mûthkatustuth, "Dishmab Mansionfences", Soap Make feel well

A short sturdy creature fond of drink and industry

and her husband Momuz Leadersacks, another simple farmer.

Spoiler: Momuz Leadersacks (click to show/hide)



to just do nothing take my life off and thmab Mansionfences and has one child: Dolwina son of Sigun Boltsround and Thikut Basementfenced of Old Nets He is a member of The Farm of Hammers of The Towers of Exalting He arrived at marust on the year 243 fond of drink and industry

Apparently they are the parents of Dolwina, our surgeon and have come to join her in Breadbowl.

#### 15th Malachite 243

The merchants announced that they will be departing soon. Oddly enough, the moat is experiencing some drying up. Must be because of the weather. Either that or I did not look carefully last time to check that all sections where filled to capacity. I'll get the pumps operational again.

#### 17th Malachite 243

Thanks to the assiduousness of our herbalists, we have started planting watermelon and passion fruits crops.

<u>Spoiler: Strange news</u> (click to show/hide) The Stray Elk Bird (≣Trained≣) has been found∷ starved to death

May reports that one of the elk birds has starved to death. Apparently they are loathe to leave their nestboxes to feed themselves, content to roost on their eggs until they starved to death. Ah the joys of parenting!

#### 3rd Galena 243

Spoiler: Top-up please? (click to show/hide)



The refilling of mine-carts with magma is underway.

#### 6th Galena

Spoiler: My bad (click to show/hide)



Oops left the flooding system open for too long and now the moat is overflowing its banks and the northwest side is a floodplain.

Spoiler: This is working better than expected for a first try (click to show/hide)





Opened up the magma drains. We now have some magma to do as we please with. The forges have already been expanded to accommodate the new forges so it won't be long now til we get things up and running.

#### 8th Galena 243



The miners and masons are busy at work expanding the Giant Cave Spider pens and the forge area. Ack! I forgot to floor over the kitchen area, they will have to be refurbished again. Another unfortunate delay to the opening of the kitchen area.

#### 13th Galena 243

Spoiler: Nope (click to show/hide)

A cloud of profane smoke has drifted nearby!

Carambola wood Road

Furrowed sandy clay

Ack! Profane smoke issues from the northern borders! Head for the inner walls!

# 19th Galena 243



Finally the renovations are complete! In celebration of the newly opened kitchen area, we've now expanded our kitchen crew to 15 brewers, and 15 cooks.

Spoiler: busy as a beekeper (click to show/hide)

```
Fikod Inulthob Engraver
Fikod Mirroredgirders
Install Colony In Hive
```

With the influx of new jobs, many of the fort's citizens can be seen hard at work. Beekeepers are busy installing new bee colonies, brewers are brewing, the kitchens are bustling with activity. All is right with the world.

Spoiler: Even more naming! (click to show/hide)

```
LordBrassroast Betankulet Spearmaster has bestowed the name Thukkansolon Gebabras upon a carambola wood shield!
Press Enter to close window
```

LordBrassroast the Spearmaster has bestowed the name Thukkansolon Gebabras - Amberflag the Dented Seer upon his carambola wood shield. Neblime would be proud to see his works recognized like that and so coveted among our ranks.

Spoiler: The King lusts for fowl (click to show/hide)

```
Spoiler: The King lusts for fowl (click to show/hide)

The flying ({*steel bolt*}) strikes The Giant Sparrow in the lower body tearing the muscle and tearing the guts!

The Giant Sparrow looks sick!

Zasit Betanadil Planter: The battle rages I laugh in the face of death!

The flying ({*steel bolt*}) strikes The Giant Sparrow in the left lower leg chipping the bone!

A ligament has been torn and a tendon has been torn!

The ({*steel bolt*}) has lodged firmly in the wound!

The flying ({*steel bolt*}) strikes The Giant Sparrow in the beak fracturing it!

A tendon has been torn!

The flying ({*steel bolt*}) strikes The Giant Sparrow in the upper body tearing the muscle and tearing the heart!

A major artery in the heart has been opened by the attack!

The flying ({*steel bolt*}) strikes The Giant Sparrow in the neck tearing the muscle and tearing the upper spine is nervous tissue!

A tendon in the upper spine has been torn!

The flying ({*steel bolt*}) has lodged firmly in the wound!

The flying ({*steel bolt*}) has lodged firmly in the wound!

The flying ({*steel bolt*}) has lodged firmly in the wound!

A tendon in the skull has been torn!

The ({*steel bolt*}) has lodged firmly in the wound!
```



So he has ordered Zasit to hunt down giant sparrows for his dinner.

### 25th Galena 243

Booze production has been increasing very well though it is still somewhat bottlenecked by the lack of containers. We are at 3226 booze at the moment. Food on the other hand is likely to meet the benchmark of 6000 prepared meals with 2151 in our stocks at the moment. More Glassmakers, Potters, Glazers, Stonecrafters, Chefs and Brewers will be needed, as well as food haulers to keep pace with our storage needs.

Spoiler: Domesticated rhinos (click to show/hide)

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May is also pleased to announce that we have managed to domesticate quite a few elk bird hatchlings and rhinoceros calfs.

There have been quite a few arguments and fits of madness among the populace lately, the duke has taken to continuing to mandate strawberry products even though there is no trace of strawberries anywhere in this particular region. Imic has willfully joined in the fray threatening to "hammer someone, anyone" without due authority. Worse still, earlier today some random

<u>Spoiler: reindeermen</u> (click to show/hide)



claiming to be adherents and devotees to a certain *Vucar Freeskies* just hijacked the noble quarters of our mayor Quasar and "mandated" that "all mandates are null and void without the consent of a shrubbery".

This is then followed by a random penguinman popping up to dissuade the mandate madness by going around and saying in a loud squeaky voice, "This is getting very silly my good chap!" to every passerby that would pay heed to it.

I left them to their incessant squabbling before deciding **I** can't take much more of this crossover nonsense and shooing away all the weird animalman from the mayor's quarters and the surrounding region of Breadbowl with the pointy end of my beloved spear. I had quite a few bouts of nightmares concerning animalmen parading in loincloths and uttering gibberish in the nights to come I tell ya.

### 27th Galena 243

This just came in.

### The High Council hereby mandates that all animalman are hereby barred from Breadbowl.

The following are the animalman protocols:

- Should any citizen willfully consort with their kind without prior approval from the High Council, they will be severely dealt with regardless of rank or standing. Exempt from this rule is of course his royal highness and his immediate family as well as standing members the High Council.
- Shoot on sight any animalman within our borders. If you do not have a crossbow or proper ammunition, you are welcome to use any weapons at hand or lacking that, your limbs to deter animalman crossings within our borders.
- Should any citizen approach you with the intent of obtaining, purchasing, loaning, making or using of shrubberies without a permit or license, claims representation of shrubberies or condones the usage of shrubberies, cacti or other plant species as proper representations of authority, please refrain from any sort of contact with them and immediately report these citizens to the High Council, so that we might take proper action against these individuals. They might very well be animalman in disguise.
- Should any animalman bypass our defences and cause trouble, citizens are noted to approach your nearest hospital or soap stockpile to grab a ration of soap to be used to ward off any animalman intruders. (Instructions on the proper usage of soap to make warding soap signs and for use in self defense are contained in the appendix section of this mandate.)

Yours sincerely, The High Council of Breadbowl providing a squad, and that that will get me a good hammering. Good thing Darzen came in and pulled the little scamp away (by the ear might I add) before he could cause any more trouble.

I understand the need for stricter law enforcement but that will have to wait until I can properly screen for worthy candidates (which is more than I can say for our hammerer here). These buggers and their shenanigans are starting to drive me up the wall.

# Autumn has arrived on the calendar.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Imic on March 20, 2016, 04:14:25 am

Imic walked down the street to his room. He wore a jeering smile on his face and his eyes were staring in different directions.

He walked into his room, everyone getting away from him as quickly as they could. In his room, he took off his helmet. His expression immediately changed to the look of someone who had just talked to someone they loathed. He sat down on his bed, in a stew. Suddenly he said the word cow. For no reason.

He hated duke gwolfski, but to keep his position, he had to act like his servent. He was loyal to the king, no - one else, save his dad (his ear throbbed) could order him arround. He didn't even like strawberries! It was all so infuriating. He completely agreed with mayor Quasar. Gwolfski was a bhashi - bzouk\*

\*literal tranzlation from old dwarvish: lawn ornament.

His hand was itching to hammer someone. But that would have to wait. He would ask the overseer to put him in the miliatary, that should de - itch his hand. He wanted to wring someone's neck!

Now all he needed was to get a goblin...

He walked out of the room to find the overseer.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Gwolfski on March 20, 2016, 07:16:14 am

The Duke is very unhappy with the state of affairs lately.

\*Glances at turn- WHERE IS THE TURN LIST? Who's next?

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: TheBiggerFish on March 20, 2016, 08:08:30 am

"Aw, bloody heck, how'd I get turned into a penguin...."
\*bamf\*

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Imic on March 20, 2016, 10:49:28 am

I HATE the duke

He spat upon the ground.

Imic was having a tantrum of sorts.

He was not, as most people thought of him, a horrible jeering, nasty, jerk. He was, however, very furious at the world, and very hateful of those he hated. Chief among them, was Duke Gwolfski.

He swung his hammer at the ground, which shattered. AAAAAAAAARGH! He needed kill something, before he smashed the dukes head onto the floor.

He WANTED to talk to the overseer about this, but he had to mask his emotions in public, lest he be forced to hammer himsalf for treason.

He stopped, suddenly.

Hammering one's self? Hmmm...

Yor kingliness?

Get on- \*burp\* with it.

What if we forced the most illeagal of criminals to kill themselves, with their own weapon, cas a death sentance?

The king was quite impressed with this.

Not a bad idea! Said the king.

Not bad at all...

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on March 20, 2016, 10:57:03 am

Drinking in the Fisher's Guild with the smith Dodok Ostdatan.

Dodok, the creator of Alaknikot and I drank in this nice room they still call Happy Place.

"So, winter is coming once again."

Dodok observes, "it seems peaceful in the past few season."

"I'll drink to that. I do so prefer peace but we do step up when fighting is called for."

Dodok grimaces, "However, I don't quite call it peaceful when the wild child is running amok, thirsty to bludgeon someone."

"I do find it ironic, but it is none of my doing on why the lad turns out that way."

Dodok points out, "But you recommended him!"

"I merely suggest, as my duty. Besides, it's the least thing I learned in order to slip out of the political spotlight."

Dodok ponders, "So what do you think pushed the lad that way?"

"Ahh, that seems like a lifetime ago. He was still a child, one more year before his name-day to adulthood. That was when the winter siege happens and emerges from the northeast, just within viewing distance of his prison house on the jungle...

Quote from: Sanctume on October 15, 2015, 11:31:49 am

Chapter 27 (Winter is Coming)

"Moonstone, my eleventh name day comes. Why has Breadbowl forsaken me?" -- Datan `Wild Child' Fliersacks", Dwarven Child of Special Project: Little House in the Jungle"
Planning for Winter (year) 240, Late Autumn... I think I am forgetting something. But I'm looking forward to a "peaceful winter."
Oh yeah, I wonder how Datan-'Wild Child' is doing.

Quote from: Sanctume on October 16, 2015, 08:03:28 pm

Chapter 28 (Winds of Winter)

1st Moonstone, 240, Early Winter ...
"Datan 'Wild Child' Fliersacks will be the chosen test subject of Special Project: Little House in the Jungle." -- unpublished mandate of `Gwolfski' Uristirtir, "`Gwolfski'

Daggerdangles", duke of Breadbowl)

"Oh No!"

Spoiler: report collected from the Wild Child's perspective of the Winter Siege of 240 (click to show/hide)

**Drums...** drums in the deep forest, and horns sound muffled by the trees can be discerned from this height.

I see Goblins and Ogres emerge from the forest edge, northeast of Breadbowl.

I am but a child.

Why do I have to wait another year before I can pick up a crossbow and shoot these invaders?

They come. They know I am up here. I can smell their stench as foul as that profane smoke who molests my dreams and sanity.

I hear the yelping anguish of the dog below. It was awful.

Thud. Thud. Crash.

I hear the door below burst into splinters. It must be Ogres' doing.

Then followed by a gurgling dog's last struggle.

"In the midst of conflict, I must press on!"

I am terrified while in conflict.

There are some whining too. Good, the five cage traps serve their function.

There is metal on metal scratching sound emanating from the gold rose hatch cover.

The hatch will not move, so they can scratch all season long.

"Go away!"

My bellow excites the horde below.

I hear grunts and roars and low howls from many more Goblins and Ogres emerging from the forest edge.

I dared a peek behind my fortifications but bolts and arrows clinked, so I duck in bed safe from sight, but not from sound.

A vile force of darkness has arrived!

Dodok agrees, "yeah, feels like a lifetime ago."

"I'll drink to that some more! I think the duke is doing well handling the result of his experiment mandate."

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Imic on March 20, 2016, 12:01:24 pm

Drums... Drumming all around me... The little house shuddering... Tge door crashing down...

YAAARG imic woke up. The dreams he had been getting lately were terrible. He had to get out his emotions on something. All of this pent up fury and fear... When would the next siege come?

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Taupe on March 20, 2016, 01:02:28 pm

I so need an army of cave crododiles to support me in glorious battle. Begin the breeding program!

Unless we can't get a second crocodile, in which case default to a cave crocodile mitosis program.

Crocodiles "are" single-cell organisms, right?

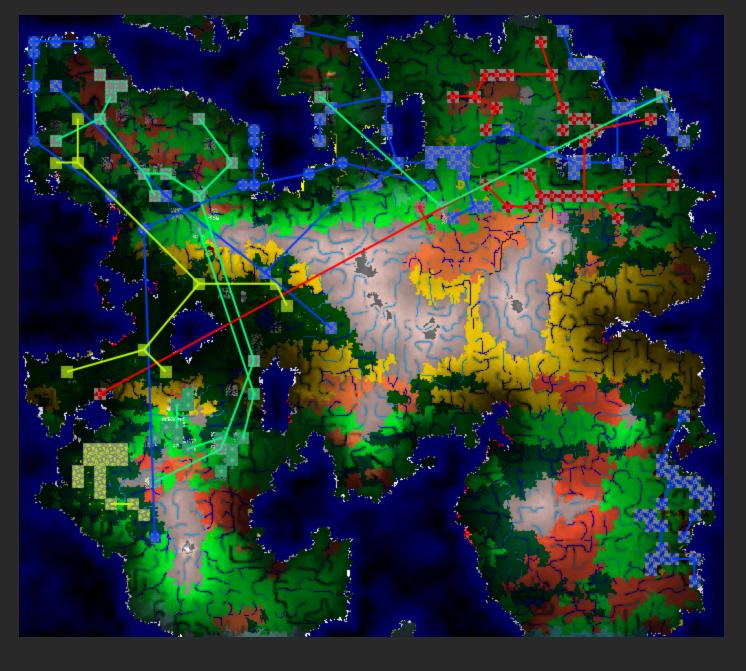
Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Bearskie on March 21, 2016, 08:15:45 am

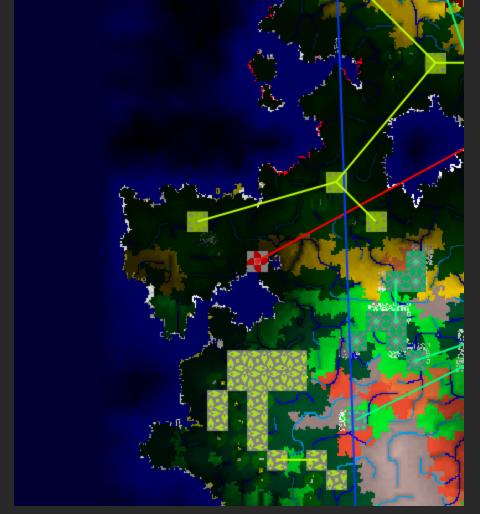
Clack clack~!

Fresh screenshots from the printing press!

Spoiler (click to show/hide)

Just a casual reminder of the regular scale of a DF world...











Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Zuglarkun on March 23, 2016, 07:42:26 pm

#### 6th Limestone 243

I bumped into Dobar today, it was still raining but he had been out fishing all day ever since the fishing grounds were reopened again. I kept an extra eye for any errant oysters but there were none out and about.



"How's the catch today Dobar?" I enquired while trying to shield myself from the slight drizzle with the shiny new steel shield that I endowed myself with using my authority.

"I hae been out ere all day and thar be no fish a'bitin lass. If thar been fish ere once, thar be gone now." Spoiler: You see lass (click to show/hide)

There is nothing to catch in the western swamps

Dobar was more experienced than I was as a fisherdwarf, but as an adequate fisherdwarf myself I could certainly see his point. How was there supposed to be fish from a moat that fed to nowhere? As I looked on, I noticed something odd. The eastern side of the moat waters seemed to be lower than usual. Putting two and two together, I surmise that I wasn't mistaken and this must be due to the hotter climate on the east end.

Spoiler: I had a talk with May again. (click to show/hide)

Stray Giant Olm (Trained) has given birth to twins Stray Giant Olm (\*Trained\*) has given birth to a boy

She reports the births of a few Giant Olms, and she was quite enthusiastic about them as compared to the other animals. When I enquired why this was so, she replied that these Giant Olms are rather feral and always require some form of care lest they go completely feral. This meant she was always spending time with them and that she had come to know them personally, having made acquaintances with a great number of them over the years. Naturally, she was happy for them that they are doing well.

When I made mention of the mayor's mandate to cull our out of hand animal population, a sullen expression washed over her face and she would say nothing more.

In other events, the farmers notified me that they've begun planting cassavas.

### 10th Limestone 243

It's been four days of drizzle now, damn this rain! As I headed over to the barracks for training, I observed a procession of dwarves hauling heavy magma laden iron minecarts towards the new forge site.

Spoiler: Excellent! (click to show/hide)



I hope to have all the designated forges up and running by the end of the year. But first, I will have to do something about a new roof, can't have all these new furnaces put out by the rain can we?

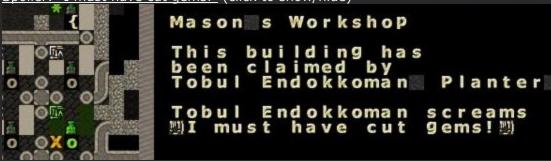
#### 12th Limestone 243

Spoiler: Tobul has come down with a bout of inspiration (click to show/hide)

```
Tobul Endokkoman Planter cancels Prepare Lavish Meal: Taken by mood Tobul Endokkoman Planter is taken by a fey mood!
```

Tobul drops the plants she was carrying and suddenly screams out, running for the workshop levels below. A day later, she claims a mason's workshop and begins running around the lower levels screaming at the top of her lungs.

Spoiler: "I must have cut gems!" (click to show/hide)



#### 15th Limestone 243



Iteb had been under a great deal of stress lately, he was in a foul mood and to make matters worse, had been assigned to drag this uncooperative goblin prisoner to a new prison. Wary of their kind, he was loathe to face any goblin, but work had to be done somehow. On his way over, he spied King Sibrek busy deconstructing some walls close by. Normally he would have tried to put on a pleasing demeanor but he found himself too crestfallen too care. Suddenly, a slightly deranged Tobul frantically brushed passed him, hauling a large chunk of sphalerite around and babbling in incomprehensible tongues. Just another normal day in Breadbowl.

Spoiler: I must withdraw! (click to show/hide)

```
The Goblin Lasher attacks The Woodcrafter but He jumps away!
Iteb Dakonmonom Woodcrafter: I must withdraw!
The Goblin Lasher lashes The Woodcrafter in the lower body with his (iron whip) bruising the muscle and bruising the guts through the medical moose leather trousers !
Iteb Dakonmonom Woodcrafter: I must withdraw!
Iteb Dakonmonom Woodcrafter: I must withdraw!
Iteb Dakonmonom Woodcrafter: I must withdraw!
```

As Iteb chained the goblin inside the spider pen, Bax the goblin lasher tried to make a break for it, smiting Iteb in the lower body with its silver whip and bruising Iteb's guts. But it mattered little, the foul deed was done. Iteb scurried away in fear, the Giant Cave Spider Pens were about to reopen for business and he would not like to be around when that happened.



## 16th Limestone 243

Gwolfski could *smell* it in the air.

Spoiler: Strawberries! (click to show/hide)

```
        meat
        2233
        291
        olives 62

        fish
        None
        305
        olives 42

        raw fish
        None
        olive

        egg
        13
        olive

        plants
        20465
        385
        olive

        prepared meals
        2805
        olive

        cheese
        None
        280
        (bitter vetch leav

        drinks
        4540
        550
        (bitter vetch leav

        leaves
        1396
        245
        (bitter vetch leav

        liquid
        1773
        280
        (garden cress leav

        glob
        2646
        (garden cress leav

        seeds
        1810
        1192
        (garden cress leav

        weapons
        175
        444
        (strawberries 55)

        ammunition
        3223
        544
        (strawberries 55)
```

But where could the scent be coming from? Unless it was this new overseer blatantly lying to him about there being no strawberries in the region. He could feel the anger welling up inside him. Nobody was going to keep him from his strawberries!

Spoiler: Ah! (click to show/hide)

A caravan from Egarkib has arrived

So that's where that intoxicating scent came from, riding on the sea breeze on the southern end where the merchants had entered.

Gwolfski pondered for a moment, oh he would get the hammerer to harry this overseer until she gave in to his demands. Rules be damned! He'll get his strawberries all right, and he knew just what to do to threaten the overseer with.

You see, he had recently come into knowledge of some illegal operations here in Breadbowl. He didn't know who the perpretrator was, nor did he much care. The lust for strawberries was clouding his better judgement. But nonetheless it was serious business. By his count, whomever was found guilty would face 13 charges in all; 1 charge of illegal plump helmet brewing, 2 charges of food tainted with plump helmet and plump helmet spawn as well as 1 charge of possession of dwarven wine. These were the more serious ones, there were still charges of possession of dwarven ale, dwarven rum, dwarven beer as well as illegal brewing of cave wheat, pig tails and sweet pod. Other minor charges included possession of sweet pod seeds, pig tail seeds and cave wheat seeds, which all added up to quite a hefty sentence. All of this, under the watchful eye of a certain overseer.

Gwolfski rubbed his hands in glee, he could overlook these charges in exchange for a favor or two. Then they'll sweep the whole affair under the table before anybody (particularly the King) found out. And if that lass did not cooperate... Well. Then there would be hell to pay.

#### 20th Limestone 243

Spoiler: New arrivals (click to show/hide)

Emu chicks have hatched

May is pleased to announce the birth of Emu chicks. Welcome to Breadbowl! Enjoy your stay!

First round of trade commences. Fath was up early and was keen on dutifully meeting up with the merchants.

"Fath! You've been reassigned! The King needs his quarters built as soon as possible, and as a our newly assigned metalsmiths you have important duties to fulfill!"

"But what about the trading?" shouted Fath as she shot an incredulous look my way.

"Look I'll handle trading duties for now. See? I've even designated your own forge for you, I'll need all these gold ores melted into bars so we can make the King his office. Now go at once!" I shouted as I held her gaze and tried to get her to comply.

"Alright alright, I'm on my way." Fath grumbled at the sudden change of plans as she made he way over to the forges.

I gazed warily at her retreating figure before turning my attention to the deed at hand. Must play it normal. No one must suspect anything.

# 21st Limestone 243

We traded some old clothing, a bunch of metal cages, all the excessive stacks of rope lying around for some sand, empty barrels, bolts, anvils and...

"I'm in the clear right?"

"Yeah the Duke will overlook your transgressions this time." replied Imic.

"But like I said, it wasn't me, certainly I did not give the-"

"-Look, the deal is done. Let us not speak of it ever again. Alright?"

#### \*Sigh\* "Fine."

"Now, about this vacancy you have in the military..."

#### 25th Limestone 243

Spoiler: Spoils (click to show/hide)

```
Still
                                   TSK
     weed
rat
            seeds
rat
     weed
            seeds
    weed
            seeds
maize
maize
rope reed
≣strawberr
strawberry
                wine
                        Pot
                              (gr
               seeds
 trawberr
               seed
 trawberr
               seeds
               seed
 trawber
                     S
strawberr
```

Gwolfski gazed at the strawberry wine pot that was in front of him. It had been a long time since he was this pleased. His eyes widened as he lifted the lid off the pot and sniffed at the pleasant aroma rising from within. He took a swig out of the pot and it was better than he had anticipated. It had a refreshing taste, tarty and not too sweet. But still, he felt it could not measure up to the incomparable flavor of the single-grain wheat beer he preferred.

Now that his lust was satiated, he wandered off, totally forgetting about the opened pot of strawberry wine that he had yet to finish still on his dining room table.

Spoiler: A mysterious construction (click to show/hide)

Tobul Endokkoman has begun a mysterious construction!



Having gathered all that she had needed, Tobul had begun working furiously on some construction of some sort. Only time will tell what will be produced from her hands.

We caught a giant mole snooping about the lower levels. I intended to bring it in for questioning, but then May stopped me and said it was a different kind of mole. Oh.

# 1st Sandstone 243

<u>Spoiler: Tobul emerges triumphant</u> (click to show/hide)

FPS: 100 (35) Endokkoman



Tobul AtticsPread

Planter

Nameechoes Twinkle 测I shall satisfying!∭ the Green name you very Kabs refPS: 100 (35) h Nameechoes the Green Twinkle a sphalerite weapn ty It is encrus
of rectangular
object is adorned
s of amethyst tem is an image of Gwolfski Daggeruangles of Gwolfski Daggerdangles is admiring the hitem is an image of Nameechoes the Green ack in dog bone tem is an image of coati men in black bronze tem is an image of coati men in black bronze. and hippos in sphalerite rack

with Kabsarek Omershetbeth in her hands. Nameechoes the Green Twinkle, a sphalerite weaponrack detailing the rout of the Ambiguous Paddle of the Old Nets and the destruction of Oilmurk in the late summer of 197. Most ominous. It is worth quite a hefty sum at 97200☼. I hope Tobul does not mind, but this will be placed in the King's quarters as a gift.

I've ordered the roasts to be hauled to the depot. The drinks will follow once we've reached the benchmark of 6000 drinks produced. Spoiler: All of this goes to the refugees (click to show/hide)



#### 15th Sandstone 243

Spoiler: Oh shit (click to show/hide)

# The merchants from Egarkib will be leaving soon

It's a good thing I managed to get all this up on time. The traders have announced that they were about to leave. I was negotiating with the traders, when the King's personal guards showed up.

#### "NOW HOLD UP JUST A SECOND!"

"What's going on here?" I answered.

"We suspect illegal trading going on here!" The guards bellowed.

"Illegal trading? What do you mean by this?"

"Look here, see? How do you explain this then?" The guards picked up a casing of the shipment.

```
Spoiler: Inside it was- (click to show/hide)

FPS: 100 (35) Splump he met spawn roast 4
This is a stack of 4 masterfully prepared plump created by Zefon Lolokdomas. The ingredients are exambutan seeds exceptionally minced rambutan seeds rambutan seeds.
```

"But-"

```
Spoiler: The guard dug through more packed shipments. (click to show/hide)
op lump
       helmet spawn roast 23420
10 No
*Plump helmet
                 spawn roast
 Prepared
                 spleen roast
           dog
        helmet
                 spawn
   ump
                       roas
   ump
        helmet
                 spawn
                        roas
        he I me t
he I me t
                 spawn
spawn
   ump
                        roa
   ump
                        roa
      helmet spawn roas
  lump helmet
                               735-
                 spawn roast
          dog liver
                     roast
   opped
        helmet spawn roast
                               41
```

```
FPS: 100 (38)
                                 alarge rock salt pota
Weight:
          48
                                        Basic Value:
Uses and Contents:
«cave wheat seeds Bag (rope reed fiber)»
 cave wheat seeds cave wheat seeds seeds sweet Pod seeds sweet Pod seeds
                       Bag (giant cave spider silk)
        POOD
 sweet
             seeds
 sweet
             seeds
 sweet
             seeds
 sweet
             seeds
        Pod
 sweet
             seeds
 sweet
             seeds
 sweet Pod
             seeds
cave wheat seeds Bag (giant cave spider silk)
```

"Trying to hide the evidence eh?"

"It wasn't me! It was-"

"SILENCE! We received a tip off from the great and all-knowing personal advisor to the King that there was something wrong with the shipment, and this proves it! Nothing escapes from her notice! The King is most disappointed in your misuse of power Viceroy..."

"But, but..."

"SILENCE! The King's authority is absolute! As an example to the people, you will be hereby confined until further notice! GUARDS! SEIZE HER!"

"No wait! No no no wait!"

Spoiler: I'm innocent! (click to show/hide)

FPS: 100 (31) ostbecor Zuglarkun Towntempted Viceroy

I was confined I repent! I repent!

She feels repentant after being confined

Somewhere, a village is missing its idiot.

#### **Report of the Viscountess:**

```
Spoiler: Tally of food and drink (click to show/hide)

FPSE 100 1871

Wingstants 1800

Shorast seems ecstatic with the trading

Shorast seems ecstatic with the trading

(billon bars)

(fine Pewter bars) 250 433

(fine Pewter bars) 150 513

(fine Pewter bars) 150 523

(fine Pewter bars) 150 63 53

(f
```

```
prepared meals
cheese
powder
drinks
prepared meals
food and drinks
food and drinks

prepared meals
cheese
powder
drinks
form
cheese
powder
drinks
arter trade +3308 meals, 6309 drinks
sent to the borderlands
```

Note: There might be some slight discrepancies with the way the now imprisoned viceroy had tallied the outgoing food. That has been corrected now.

In the aftermath of the former viceroy's incarceration. The Viscountess shall personally take over the viceroy's duties. All the illegal plump helmets, plump helmet spawn and underground crops were incinerated in magma. As for the standing situation regarding the lack of a viceroy, the high council shall screen for a suitable candidate. In the interim, all orders will be conveyed from the high council by the viscountess. Disobedience will not be tolerated. Dissenters will be hammered.

With the food export situation out of the way, we turn our focus to other matters.

These are the mandates that are to be adhered to:

A moat is to be excavated for the noble quarters.

We shall commence the extraction of adamantine.

All cloth shall be dyed in order to make use of our stocks of dye.

We shall go forward with the expansion of our food varieties. More hives will be built down in the south end in order to procure precious honey and mead. Cheese will be made and flour will be milled.

Spoiler: We demand more food! (click to show/hide)







```
23%

430%

449%

417%
 blue peahen egg
turkey hen egg
turkey hen egg
giant olm meat
                                                                                                   roast
                                                                                                 roast
                                                                                                 roast
                                                                                                 roast
  øgiant olm meat
  øgiant olm meat roast Æ
øprepared elk bird hert
*Prepared elk bird hert rst $520 **
*chopped giant olm livr rst $32 **

*sheep s milk roast $42 **

*preprd gnt olm intstns rst $52 **

*giant olm tripe roast $520 **

*giant olm tripe roast $1920 **

*giant olm sweetbread roast $420 **

*honey bee royal jelly rst $162 **

*prepared elk bird spln rst $42 **

*prepared gint olm spln rst $42 **

*prepared gint olm kidny rst $332 **

*prepared gint olm kdny rst $332 **

*prepared wild bor spln rst $42 **

*prepared wild bor spln rst $42 **

*prepared wild bor spln rst $42 **

*prepared goat intstns rst $242 **

*prepared goat intstns rst $242 **
                                                                                                                                                                         ≥ 5% ☆ 3% ★
                                                                                                                                              rst
honey bee royal jelly rst

prepared goat intstns rst

elk bird meat roast 34%

turkey meat roast 13%

honey bee royal jelly rost

prepared elk bird hert rst

sheep s milk roast 4%

sheep s milk roast 4%

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· 24於◇
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                                                    m i
                                                                   lk roast
                                                                                                              t 4型=
  ≡sheeP
                                         s mi
*Sheep s milk roast 420

*goat s milk roast 420

=prepared yak spleen roast 42=

=goat s milk roast 420

*sheep s milk roast 440

*alpaca s milk roast 440

*honey bee royal jelly rost 440

prepared pig heart roast 440

*goat s milk roast 440

*goat s milk roast 440

*goat s milk roast 440
                                                                                                                                                                         4 4 ×
```

# 18th sandstone 243

Spoiler: Bon voyage! (click to show/hide)

The merchants from Egarkib have embarked on their journey It has started raining

O behalf of the high council, the Viscountess wishes them a safe journey.

# 24th Sandstone 243

The high council duly notes that Thob has bestowed the name *Emalfeb - Sensearrow* upon his date palm wood shield. <u>Spoiler: Congratulations Thob!</u> (click to show/hide)

```
Thob Larstelid Axe Lord has bestowed the name Emalfeb upon a date palm wood shield!

Press Enter to close window
```

The high council is pleased to announce the more rhinoceros calves have been born. Welcome to Breadbowl!

Spoiler: more war rhinos I suppose? (click to show/hide)

Stray war Rhinoceros (\*Trained\*) has given birth to rhinoceros calves

# 15th Timber 243

The high council is pleased to announce that raw adamantine has been mined as was ordered. Spoiler: raw adamantine (click to show/hide)



The high council duly notes that Sodel has bestowed his wood shield with the name of Ozondolek - The Depressed Comet. <u>Spoiler: Congratulations Sodel!</u> (click to show/hide)

Axe Lord has bestowed the name Ozondolek upon a Paradise nut wood shield Press Enter to close window

# Winter has arrived on the calendar.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on March 23, 2016, 10:09:07 pm

What's up with the duke Gwolfski and hippos? I think the statue in the dinning room has hippos too.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Blitzgamer on March 24, 2016, 12:34:59 am

no dwarfings?

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Bearskie on March 24, 2016, 08:35:11 am

Great update Zuglar. Even has a twist at the end! :)

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on March 24, 2016, 09:46:53 am

The dwarf list in the op need updating.

I only remember Vortex dead, but forgot FB's name.

DDDragoni had a dorf dead too, but need info to be added for history.

And anyone else, please provide: Name, Gender, profession (forumite name) [Dead (by what)]

Is Shûl-nak below now Zuglarkin?

Imic 'Wild Child' also needs to be added/update.

Bismuth Lad is SQMan?

These should help Quasar update the op.

Quote from: QuQuasar on August 13, 2015, 09:39:58 pm

# **DWARF LIST**

You may be redorfed after death, but you'll need to come up with a new name. No resurrections, body-hopping or suspiciously similar distant cousins please.

Spoiler (click to show/hide)

Quasar, Female, Mayor of Breadbowl (QuQuasar) - Founder, Year 1 Overseer

Neblime, Male, Legendary Carpenter (Neblime) - Founder, Year 2 Overseer Bearskie, Male, Legendary Planter (Bearskie) - Founder, Year 3 Overseer Gwolfski, Male, Duke of Breadbowl (Gwolfski) - Founder

Aristotle, Male, Philosopher (Aristotle) - Founder

May, Female, Chief Medical Dwarf (May) - Founder

Psychoangel - Male, Brewer - Custom profession "Le Grand Soaper" - Dead (drowned). - Founder Hiddenleafguy, Male, Manager (Hiddenleafguy)

Tonnot, Male, Legendary Brewer (Tonnot)

Brassroast, Male, High Master Mason (LordBrassroast)

Illithid, Male, Legendary Armorsmith (Illithid) Dolwina, Female, Surgeon (Dolwin) - Year 6 Overseer

Bismuth Lad, Male, Rock Collector

ToniK, Female, Medic (ToniK)

Shûl-nak, Male, Legendary Weaponsmith (Shûl-nak)

Illithid, Male, Legendary Armorsmith (Illithid)

The Shafts of Fortifying

Taupe, Male, Spearmaster, Militia Commander (Taupe)

Sanctume, Male, Mace Lord, Captain of the Guard (Sanctume) - Year 5 Overseer

LordBrassroast, Female, Spearmaster (LordBrassroast) Alexis, Female, Swordmaster (Gwolfski)

Fairybrow, Male, Axe Lord (fairy eyebrow) DDDragoni, Female, Axedwarf (DDDragoni)

The Earthen Assaults

Vortex, Female, Axe Lord, Militia Captain (Vortex) Murky, Female, Axe Lord (QuQuasar) Techno, Female, Axe Lord (Pyro)

Angus, Female, Axe Lord (Urist McVoyager)

Crazy Blades, Male, Swordsdwarf
Zuglarkun, Female, Speardwarf

Neighborhood Watch
Sqman - Male, Marksdwarf - Dead (trolled). - Year 4 Overseer
Pyro, Female, Legendary Furnace Operator (Pyro)
Japa, Male, Great Tracker (Japa)
Browedeyefairy, Female, Skilled Marksdwarf (fairy eyebrow)

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Zuglarkun on March 24, 2016, 10:56:26 am

I've got work lined up over the next 3 days so I'm attempting to slog through winter at the moment and wrap things up asap. I do apologize for the delays and all.

Quote from: Sanctume on March 24, 2016, 09:46:53 am

The dwarf list in the op need updating.
I only remember Vortex dead, but forgot FB's name.
DDDragoni had a dorf dead too, but need info to be added for history.
And anyone else, please provide: Name, Gender, profession (forumite name) [Dead (by what)]
Is Shûl-nak below now Zuglarkin?
Imic 'Wild Child' also needs to be added/update.
Bismuth Lad is SQMan?

If I'm not mistaken, Shûl-nak, DDDragoni, Gwolfski, MoonytheHuman have turns lined up after mine. in that particular order I think.

As far as I know, Vortex and Shûl-nak have not requested a redorfing after their untimely expiration. So I let things be.

As for the OP, for convenience sake, use these Quasar! (feel free to edit them)

Civilians

Blitzgamer, Female, Metalsmith (Blitzgamer)
Darzen, Male, Furnace Operator (DDDragoni)
MoonytheHuman, Male, Crazy Mechanic (MoonytheHuman)
Imic, Male, "Wild Thing" Hammerer (Imic)

The Shafts of Fortifying DDDragoni, Female, Axedwarf (Dead. Killed by Licesi Cavejuice)

The Earthen Assaults

Vortex, Female, Axe Lord, Militia Captain (Dead. Succumbed to Nokor the Hole of Vomit.)

Quote from: Blitzgamer on March 24, 2016, 12:34:59 am

no dwarfings?

There was one a few pages back. If you mean the character pages though, I haven't provided them except for Moony (you lazy bums), so have at them.

Spoiler: Blitzgamer (click to show/hide)

The finished up some work I am very satisfied militie Caltin

She feels satisfied at work Within the last season, she was blissful dining in a legendary dining room. She didn't feel anything after seeing a black bear die. She didn't feel anything after seeing a black bear die. She didn't feel anything after seeing a black bear die. She didn't feel anything after seeing a black bear die. She didn't feel anything after seeing a black bear die. She didn't feel anything after seeing a property of the didn't feel anything after seeing a property of the didn't feel anything after seeing a sloth bear die. She didn't feel anything after seeing a property of the didn't feel anything after seeing a sloth bear die. She didn't feel anything after seeing a sloth bear die. She didn't feel anything after seeing a sloth bear die. She didn't feel anything after seeing a sloth bear die. She didn't feel anything after seeing a sloth bear die. She didn't feel anything after seeing a sloth bear die. She didn't feel anything after seeing a sloth bear die. She didn't feel anything after seeing a sloth bear die. She didn't feel anything after seeing a sloth bear die she was exasporated when caught in the rain. She six didn't feel anything after seeing a sloth bear die she was content after seeing a sloth bear die she was content after seeing a sloth bear die she was content after seeing a sloth bear die she was content after seeing a sloth bear die she was content after seeing a sloth bear die she was content after seeing a sloth bear die she was content after seeing a sloth bear die she was content after seeing a sloth bear die she was content after seeing a sloth bear die she was content after seeing a sloth bear die sloth seed and sloth

Spoiler: Darzen (click to show/hide)

when thirsty. He was grouchy when caught in the rain He felt satisfied at work He felt pleasure near a fine Door. He felt pleasure near a fine Door. He felt pleasure near a fine furnace He was delighted after eating a legendary meal. He didn't feel anything after seeing a donkey die He didn't feel anything after seeing a fone of the land of the feel anything after seeing a fine door. He felt pleasure near a fine door he felt pleasure near a fine door he felt pleasure near a fine door. He felt pleasure near his own fine Cabinet leadportals. Imic. Filersacks and Reg Oil yrained He is the son of Rigoth Flagshowers and Mestthos Wavedboards He is an ardent worshipper of Vucar Flagshowers and Mestthos Wavedboards He is an ardent worshipper of Vucar He is a former member of The Lenses of Day He arrived at marust on the 21st of Slate in the year 239

He is thirty-four years old born on the 22nd of Slate in the year 209

He is thirty-four years old born on the 22nd of Slate in the year 209

He is thirty-four years old born on the 22nd of Slate in the year 209

He is thirty-four years old born on the 22nd of Slate in the year 209

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He is thirty-four years old born on the 22nd of Slate in the year 209

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He is thirty-four years old born on the 2nd of Slate in the year 209

He is thirty-four years old born on the 2nd of Slate in the year

Spoiler: Imic (click to show/hide)

PPS 100 350 ILTIMETED

Long 150 100 100 100 ILTIMETED

Long 150 100 100 ILTIMETED

Long 150 ILTIMETED

Long 15

Quote from: Sanctume on March 23, 2016, 10:09:07 pm

What's up with the duke Gwolfski and hippos? I think the statue in the dinning room has hippos too.

short sturdy creature fond of drink and industry

Your duke is a legendary mason and likes hippos for their strength. Hence, hippo shaped statues carved by your Duke isn't too surprising a thing.

Quote from: Bearskie on March 24, 2016, 08:35:11 am

Great update Zuglar. Even has a twist at the end! :)

What twist? : P No, but seriously what twist?

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on March 24, 2016, 12:01:14 pm

Quote from: Zuglarkun on March 24, 2016, 10:56:26 am

Quote from: Sanctume on March 23, 2016, 10:09:07 pm

What's up with the duke Gwolfski and hippos? I think the statue in the dinning room has hippos too.

Your duke is a legendary mason and likes hippos for their strength. Hence, hippo shaped statues carved by your Duke isn't too surprising a thing.

Quote from: Bearskie on March 24, 2016, 08:35:11 am

Great update Zuglar. Even has a twist at the end! :)

What twist? :P No, but seriously what twist?

I agree, the updates are awesome.

I dunno about twist, but the last part makes me think of Charlie and Candy Mountain. Candy Mountain. Candy Mountain.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Gwolfski on March 24, 2016, 01:38:04 pm

"Ah.... Now for the king.... Strawberries? No.... Raspberries....."

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Blitzgamer on March 25, 2016, 12:41:36 am

next to no natural musical ability, thats me

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Zuglarkun on March 31, 2016, 07:44:53 pm

Apologies! :-[

This has dragged on far longer than I expected. But *here* (http://dffd.bay12games.com/file.php?id=11905) is the save. Write up to follow

Psstt. Let me out!

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Bearskie on April 01, 2016, 01:12:32 am

Quote from: Zuglarkun on March 31, 2016, 07:44:53 pm

Psstt. Let me out!

Chain 'im up, drop in a breeding pack of keas, and flood the cell with 6/7 sea water.

My words, not the Head Planter's.;)

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: QuQuasar on April 01, 2016, 04:06:29 am

I downloaded the save out of curiousity.

The very first thing I notice is this, being hauled out of the Kings quarters...



I'm fairly certain this does not bode well.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Zuglarkun on April 01, 2016, 04:23:16 am

Quote from: QuQuasar on April 01, 2016, 04:06:29 am

I'm fairly certain this does not bode well, but I'm also not entirely sure why.

Well, it depends on which side of the hamster wheel you are sitting on.

I'll just leave some related clues here, and see if anyone can piece them together.



🕎 I have been contemplating Vucar Freeskies 🔣

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Imic on April 01, 2016, 04:53:06 am

Wow. Seeing me in dwarf form is amusing...

his skin is cinnamon

\*looks at the cinnamon tub on the opposite end of his kitchen\*

Oooooooookaaaaaaaay then. I will mention that i was the palest person in my class. It's all the clouds where i live...

poor creativity

Anyone i know will tell you that that's wrong.

great affinity for language

That's me, all right. UP IRELAND

greatly prizes loyalty

That's me, too. No matter how much ell elzer596 tries to kill me in minecraft or in pretend wrestling matches on the trampoline over there, i still stay his friend. Although joe burninglegion dosn't approve. I hate him. Everyone does.

No. Just no.

honesty is a high ideal

Values co operation

Sees friendship as one of the finer things in life

Yes, yes and yes. Nicely done.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: QuQuasar on April 01, 2016, 05:04:59 am

Ooh! Some of our military dwarves have titles, and named weapons. Let's take a look...

- 'Angus' Leanwheels the Pointy Ape of Mines (Axewoman, 7 Notable Kills, 18 others) wields Isholthocit, "The Frigid Spike", an exceptional iron battle axe
- 'Sanctume' Tongswane the Dead Fold (Maceman, 6 Notable Kills, 12 others) wields Alaknikot, "The Ace Actions", an artifact silver
- 'Alexis' Bannersnarls the Venerable Sheens (Swordswoman, 6 Notable Kills, 22 others) wields Kakdalasob, "Brimboards", an exceptional iron short sword
- 'Taupe' Peaktreaty (Spearman, 3 Notable Kills, 31 others) wields **PURE AWESOMENESS** (spoilers!)
- 'LordBrassroast' Calmabbey (Fishery Worker, 1 Notable Kill, 33 others) wields a masterful steel spear once belonging to Taupe
- 'Murky' Sabrenight (Axewoman, 3 Notable Kills, 16 others) wields... no weapon? Huh. Guess she pummels them to death with her BEAR HANDS.
- 'Fairybrow' Lashedsieged (Fishery Worker, 2 Notable Kills, 11 others) wields a masterful steel battle axe.
- 'Techno' Helmedtones (Farmer, 3 Notable Kills, 3 others) wields a masterful steel battle axe

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Zuglarkun on April 01, 2016, 06:01:08 am

Not yet QuQuasar, not yet. Don't spoil it for the others :)

As for Murky, I tried to assign him a masterful steel battle axe, but the bugger just won't pick it up, opting to wield a masterful silver battle axe instead. So I forbid all the axes except for that steel axe, so hopefully he'll pick it up, sometime. If not, some one more skillful than I can assign the weapon to him.

Post by: TheImmortalRyukan on April 01, 2016, 06:27:32 am

Title: Re: Breadbowl: a Succession Farm [40.24]

Quote from: Imic on April 01, 2016, 04:53:06 am

Wow. Seeing me in dwarf form is amusing...

his skin is cinnamon \*looks at the cinnamon tub on the opposite end of his kitchen\*

Oooooooookaaaaaaaay then. I will mention that i was the palest person in my class. It's all the clouds where i live...

poor creativity

Anyone i know will tell you that that's wrong.

great affinity for language That's me, all right. UP IRELAND

greatly prizes loyalty

That's me, too. No matter how much ell elzer596 tries to kill me in minecraft or in pretend wrestling matches on the trampoline over there, i still stay his friend. Although joe burninglegion dosn't approve. I hate him. Everyone does.

a great deal of patience No. Just no.

honesty is a high ideal

Values co operation

Sees friendship as one of the finer things in life

Yes, yes and yes. Nicely done.

Ryukan requests an avatar here in Breadbowl, since, currently, I'm only a figment of Imic's imagination...

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Iamblichos on April 01, 2016, 08:46:27 am

How did I possibly let this one pass without getting dorfed? Please add me in as a character. Looking forward to catching up on what's happened since year 2 or so.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on April 01, 2016, 08:56:01 am

Quote from: Zuglarkun on April 01, 2016, 06:01:08 am

Not yet QuQuasar, not yet. Don't spoil it for the others :)

As for Murky, I tried to assign him a masterful steel battle axe, but the bugger just won't pick it up, opting to wield a masterful silver battle axe instead. So I forbid all the axes except for that steel axe, so hopefully he'll pick it up, sometime. If not, some one more skillful than I can assign the weapon to him.

I had problems getting them to use better axes at one point. Also the duke wanted to stop using a training axe when cutting wood and get him to use a steel axe--did that ever happen?

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Zuglarkun on April 05, 2016, 10:17:43 pm

Despite being nearsighted, the King was very much aware of what had been going on in Breadbowl, and he was

Spoiler: most disappointed with the Duke (click to show/hide)

Sibrek Logemtad Sibrek Paintmatch king

💹 I think self-control is important 🗒

over this entire strawberry business. Still, the fortress prospered because of it, and that is all that mattered, so for this one time he will overlook this discretion.

With his crowd adverse ways, he depended upon his appointed high council to deliver his verdicts and administer the fortress in his stead, while he worked behind the scenes. Of these, his herald, Fath was a great mouthpiece, but not much good for anything else. His wife was smart, well spoken and pragmatic. His appointed Viscountess Bim had a way with words and was good with people, as was the Viscount, Zulban, a well organized fellow that he trusted to keep things in order. Then there was his personal advisor, a stout fellow and very good at predictions, though she was hairier than normal for a dwarf plus he did not trust a worshiper of Rurast Mirrormystery. Still a worshipper of Rurast was better than a worshiper of Abir or worse still, Vucar Freeskies.

Meanwhile, there were also the "nobles" of Breadbowl to consider. It wasn't too terribly long ago when he exiled them to that little spot near the Hill of Death for being a useless burden upon dwarf kind. Well they didn't die, and they were less useless than before. Indeed they prospered for a farming community, but that didn't count for much in his book.

Obviously circumstances have changed, else he would never have had to set foot here. The regions surrounding the mountainhome were getting besieged by goblins so it was unwise to stay for much longer. It was better to relocate the capital while they still could. It was only a matter of time before it all went to hell.

The "nobles" of Breadbowl were still under-performing by his expectations, but that would be largely inconsequential now that Breadbowl became the capital. He was a farmer before he became the King, and he would put that knowledge to good use here.

Curse these dimwits! Curse the goblins!

Stukos Selltomb, the son of Crazyblades delighted himself by wandering about with nary a care in the world. These days, he was particularly taken with the skillful contrivances of the community, and he had been going about admiring the skilled handiwork of Breadbowl's masons. He had come across some particularly fine constructed wells the other day, which he thought to be just sublime. He had taken a peek at the

Spoiler: new noble quarters, (click to show/hide)



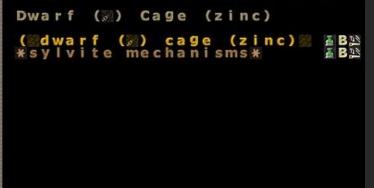
said to house the reclusive King. It was just splendid, adorned with a rose gold gate and a black bronze bridge laying across a moat. And now here he was admiring

<u>Spoiler: a fine cage</u> (click to show/hide)

(27) dorrakust Stukos Selltomb Dwarven Child MI was near to a Cage It s interesting interested near a very fine Cage Within the last seas when-

Spoiler: "Pssst! Hey kid, over here." (click to show/hide)





Zuglarkun waved frantically as Stukos admired the fine craftsdwarfship that went into making this marvel of dwarven artifice.

"Wow a talking cage!" exclaimed Stukos.

"Hey hey! Got your attention now? Be a good lad and bring me some food will you? I'm starving and I haven't had a bite to eat."

"My mommy told me not to talk to inanimate objects." Stukos protested, backing away slowly.

"But I'm not an inanimate object! Look! I'm a proper dwarf!"

"Sorry Mommy told me that I'm a big boy now, so I musn't talk to inanimate objects anymore." Said Stukos as he wandered off in search of more marvels.

"Hey come back!"

\*Zuglarkun's stomach rumbles\*

"Damn it!"

Bim Salvenobles was pleased with

<u>Spoiler: the soapy bath</u> (click to show/hide)

Bim Salvenobles

bath I m very content

Viscountess of Bread

she had recently. Still, something just wasn't right, there was a Spoiler: lingering stench in the air. (click to show/hide) Kitchen tten f: Forbid Enter: View Dump d:

Her sixth sense was tingling, there was something foul afoot, but she couldn't quite put her thumb on it. No matter, she would consult with the wise advisor to the King whom she had heard was an oracle of some sort. It was she that had tipped off the guards to Zuglarkun's crimes and had the former Viceroy arrested for breaking the law. She sensed that something was off and surely the advisor would be able to get to the bottom of it.

# Report of the Viscountess, Bim salvenobles

#### 5th Moonstone 243

The throne room smelled of incense or some other odd fragrance. I keep getting the feeling that I'm being watched as I looked around, but there wasn't anyone about, except



that was lounging about the King's throne room. Someone ought to get that thing pastured.

# 7th Moonstone 243

Litast, creator of Atorerush has been bestowed with the honor of extracting

Spoiler: the adamantine strands. (click to show/hide)

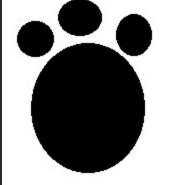


Stonecrafte nulurus Metal Strands ield User Dabb Dabb Dabb Dabb i ng i ng i ng i ng ker Dabbl Dodger

Though the kingdom is teetering due to the assault from all sides by the goblins, it is my hope that we can use this adamantine to craft something to defend ourselves with. As the main supply center for the Kingdom's food needs, I fear the worst should Breadbowl ever fall. We must remain vigilant.

I returned to my office later in the day and found a letter has arrived addressed to me. Most mysterious.

As I unsealed it, I recognized Spoiler: the seal, (click to show/hide)



it was unmistakably from the King's personal advisor.

She has noted that recently a large bird shaped thing was seen flying over the new noble quarters, casting an ominous shadow on the noble tower. The advisor fears that it is an ill omen, and has taken it as a sign that death shall befall one of the nobles soon. In particular, he mentions to keep an eye on worshippers of *Vucar Freeskies*.

Spoiler: Wait, Vucar Freeskies? (click to show/hide)
PS: 100 (27)
Vucar Eshimanriz

Vucar Freeskies Vucar Freeskies is a deity of The Old Nets Vucar most often takes of a female dwarf and is associated with the wind death and suicide

This does not seem good at all.

#### 10th Moonstone 243

Quasar has finally extricated herself from all the complaints and issued another

<u>Spoiler: mandate for bolts.</u> (click to show/hide)

Quasar goods Ustutharkim mayor has mandated the construction of certain PS: 94 (26) Quasar Ustutharkim **Quasar** Fencedraces mayor Owned Objects: Splendid Office Grand Bedroom Decent Dining Re Burial Chamber 3 Chests 3 Cabinets 1 Weapon Rack 1 Armor Stand Holdings: Room Needs: Needs: Needs: Chests Cabinet Weapon Mandates: Make bolts (223)

She must have been shut in for quite some time, doesn't she know we are already mass producing bone bolts? Or perhaps that is not enough for her?

<u>Spoiler: The citizens of Breadbowl</u> (click to show/hide)

Dobar Enasavuz Mason
Urdim Bomrekzareth Herba
Sazir Mebendok Weaver
Sibrek Tangathbomrek But
Urvad Abanlemis Miller
Udil Geshudmadush Miller
Mafol Geshudcatten Shear Mason th Herbalst Item Dump Item Item Item Item Item Item Dump Dump Dump Butchr Dump Dump Mafol Geshudcatten
Dobar Oltaram Fis
Stukos Tiristmeng
Deduk Odgabvabak
Ushat Erarmist m
Erush Bukatlolor
Mestthos Marulrig
Doren Tekkudalun
Likot Tobulnalas
Sibrek Delerisul
Zaneg Astelducim
Cerol Zefonokol Fis
Bomrek Emlikot An
Imush Besmarducim
Ilthd Rabrirbm
Tosid Erushthalal
Rovod Kolsibrek Barron Regmarul Wi Geshudcatten Sheare Oltar m Fisherdwarf Dump Dump Weapnsmth Dump Peasant Watcher Dump Dump Gem Setter Dump Dump Herbalist Dump Surgeon Weaver Lye Maker Dump Dump Dump Farmer Animal Trans Dump Dump Item Item Item Item Woodcuttr Dump bm Lgndry Arm lal Mason k Bone Carver l Watcher militia captn Dump Dump Item Item Item Dump Rovod Regman mil Pyro Regman mil Ral Tholgoden mil Fikod nulthob En Kubuk Ishlumustuth Cwlfsk Urstrtr Dump Dump Engraver
Ith Brewer
Maker
Soap Maker Dump Item Item Item Dump Dump tem Dump Item Sazir Adilibesh Dump Item

have been ordered to the caverns to remove the offensive corpses littering the underground.

Also, the King demands cut crystal gem windows in his abode. The jewelers are busy trying to meet these demands. Thankfully we have secured a cache of rock crystal in the magma layers hear the adamantine deposits.

# 15th Moonstone 243

Spoiler: something is brewing (click to show/hide)

⇒Rakust Isakdodók, Weaponsmith withdraws from society...

Rakust Isakdodók, Weaponsmith
Rakust Spatteredclasp
Peculiarly secretive...

Strange Mood
Competent Marksdwarf (Rusty)
Novice Shield User (Rusty)
Novice Armor User (Rusty)
Novice Discipline (Rusty)
Proficient Observer
Novice Dodger (Rusty)
Skilled Wood Cutter
Novice Furnace Operator
Proficient Weaponsmith (V Rusty)

Rakust Isakdodok has been neglecting his duties and acting most suspicious lately, I suspect something is up. Could he be a worshipper of Vucar Freeskies?

#### 16th Moonstone 243

Dabbling Persuader



I've sent some dwarves to keep an eye on Rakust's suspicious behavoir, they report that Rakust has claimed a metalsmith's forge and is busy gathering materials. But materials for what? I must get to the bottom of this!

# 13th Opal 243

```
Spoiler: Illegal weapons! (click to show/hide)
     Rakust Isakdod km Weaponsmith has created
Kastoltegir a adamantine spear!
    Press Enter to close window
                      100 (50) kd od k Rakust Spattered clasp
                                                                                         Weaponsmith
                              The Emancipated Breed That was very satisfying!
        feels satisfied after creating an artifact Within the
Reports have come in that Rakust has emerged from the metalsmith's forge with some kind of weapon in hand. I knew it!
Spoiler: An assassination weapon! (click to show/hide)
                                   The EmanciPated Breed
                                                                     a adamantine spear
 This is a adamantine spear All craftsdwarfship is quality. It is encrusted with rectangular microcline bauxite cabochons studded with adamantine decorated with encircled with bands of oval bauxite cabochons and gia leather. This object menaces with spikes of mica and tetra
I'll have commander Taupe detain fellow and confiscate the weapon! Mark my words, nothing will get by on my watch!
<u>Spoiler: Adoption</u> (click to show/hide)
Dastot Ingishibel Stray Cat (Tame) has adopted Tonnot Umstizilral
                                                  Tonnot Sizzletreaties Brewer
             FPS: 100 (25) tizilral
测I adopted a new Pet∭ Such happiness! ∰
He is grouchy when caught in the rain He feels happy after adopting a new pet Within the last season he felt fondness after interacting with a pet
Tonnot has been adopted into the household of Dastot Ingishibel. Or is it the other way around? You can never really tell with those
cunning felines. Next thing you know they'll be trying to oust the mayor or something.
```

# 16th Opal 243

```
Spoiler: Rumbling in the depths (click to show/hide)

PS: 100 (36) Asen Udiln les Asen Lanternstrapped Axe Lord

"Huh? What was that?"

"You mean this?"

A gigantic loris with lidless eyes It has thin wings of stretched skin and it has a gaunt appearance. Its ochre hair is long and wavy Beware its webs!
```

The Forgotten Beast Timi has come! An enormous feathered slught It has wings and it has a gaunt appearance. Its mint green feathers are downy. Beware its poisonous gas!

Press Enter to close window.

"Just another of those forgotten beasts we have gathering in the basement?"

#### Meanwhile...

"Hey you there with the smashed right hand! What's your name?"

"I'm MoonyTheHuman."

"Human? But your a- Ah, no matter. Your a mechanic right? Could you free me from this cage MoonyTheHuman?"

Spoiler: "What for? (click to show/hide)

PS: 100 (25) man Kilrudg dthur Moony The Human Mobody is truly free

anyway."

"Damn it! Can you bring me some food and drink at least?"

"..."

Spoiler: Pity for the lawbreaker (click to show/hide)

FPS: 100 (50) ostbecom Zuglankun Towntempted Lawbreaker

"I was confined I repent! I repent!"

She feels repentant after being confined She feels gratitude after receiving water. She feels gratitude after receiving food. Within the last

19th Opal 243

Spoiler: Naming (click to show/hide)

Technom Zonbal Axe Lord has bestowed the name Kironfeb upon a olive wood shield!

Press Enter to close window
Techno has bestowed the name Kironfeb - The Holy Arrow upon his olive wood shield. That's not an arrow Techno!

#### 21st Opal 243

The weather has cleared. Hah finally! I was getting sick of all this rain. With the aid of our magma hauling team and our Duke Gwolfski whom had been constructing several masterpiece forges with his masonry knowledge, another smelter has been set up. We can now move on to the final phase of the forges, only two more forges are left to be filled. Reports have come in that the lead foundation of the noble tower is completed, we can now fill the moat with water from the nearby ocean.

Spoiler: Imic has been moping in his room (click to show/hide)

What do you care how I speak or how I live?

It seems he is experiencing some trouble adjusting to normal life after his stint on the little house on the prairie.

# 26th Opal 243

Spoiler: More names? (click to show/hide)

Angus Dalkamkol & kilizeg Avuz Axe Lord has bestowed the name Isholthocit upon a iron battle axe!

Press Enter to close window

Angus bestows a name of *Isholthocit - The Frigid Spike* upon an exceptional iron battle axe. What's with all the odd naming conventions? Don't these folks know an spear from an axe or an arrow from a shield?

# 17th Obsidian 243

Spoiler: Yet more naming (click to show/hide)

```
Sodel Inultishis Axe Lord has bestowed the name Limarugosh upon a steel battle axe!

Press Enter to close window
```

Sodel has named his axe Limarugosh - the wealthy hollows, finally a proper descriptive name!

Spoiler: Gasp! An attack! (click to show/hide)

```
The Reacher attacks The Clothier but He jumps away!
The Reacher Punches The Clothier in the lower body with her right hand bruising the fat through the x(troll fur trousers)x!
The Reacher Punches The Clothier in the left upper leg with her right hand bruising the muscle through the x(troll fur trousers)x!
Tirist Zonam Clothier: I must withdraw!
```

```
The Reacher misses The Shearer!
The Shearer punches The Reacher in the neck with her left hand bruising the muscle!
Mafol Geshudcatten Shearer: I must withdraw!
The Shearer punches The Reacher in the left upper arm with her left hand bruising the skin!
The Reacher punches The Reacher in the right foot with her left hand bruising the skin!
The Reacher punches The Shearer in the right foot with her left hand bruising the fat through the x (pig tall fiber shoe) x!
The Shearer breaks the grip of The Reacher s right hand from The Shearer s lower left back teeth!
Mafol Geshudcatten Shearer: I must withdraw!
```

```
The Reacher misses The Watcher!
The Reacher punches The Watcher in the right upper leg with her left
hand bruising the skin through the x (giant cave spider silk trousers) x!

Browedeyesfairy Menguling Watcher: I must withdraw!

The Watcher stands up
```

In other reports, the refuse dumping in the caverns was interrupted by an errant reacher that had been accosting our fair citizens. Thankfully no one was harmed, and

<u>Spoiler: Medic! Medic!</u> (click to show/hide)



Tobul of the medical staff has been dispatched to recover the wounded.

#### 22nd Obsidian 243

The high council is proud to announce the drafting of Geshud and Solon, the King's personal guards into the military forces. Imic the hammerer will join them as well. Ast Virgindiamonds of the King's personal guards has been promoted to the Captain of the guard, and Fath our outpost liaison and now broker shall join Ast in the squad as well.

Spoiler: Glass ceiling (click to show/hide)



The last of the clear glass ceiling tiles have been constructed over the roof of the farms.

# 28th Obsidian 243

The gold sarcophagus of the King has been installed, and the floor decorations denoting Breadbowl have also been completed. Spoiler: Fit for a King (click to show/hide)





The bread crust is made of copper and the bread is made of quartzite, whilst the bowl is made of microcline. Hmmm, copper bread? Reminds me of a certain Brassroast fella I've seen around these parts (what an odd name). Still, much work remains to be done, the King is not satisfied with the tomb yet. I've ordered the engravers to smooth out every area of the tomb.

# 1st Granite 244

```
Spoiler: Our stocks (click to show/hide)
MountainFPS: 100 (28) Brea
                                                                    Breadbowl
                                                                                                                                  1st Granite 244 Early Spring
      Animals Kitchen Stone Stocks Health Justice x: Additional options (DFHack)
                                                      6139790 ° 1533327 ° 562639 ° 359570 ° 1346883 ° 416881 ° 261881 ° 1658555 °
 Created Wealth:
                                                                                                                                    200
                                                                                    Population:
                                                                                  Miners
Woodworkers
Stoneworkers
Rangers
Metalsmiths
Jewelers
Craftsdwarves
Nobles Admins
   Weapons:
Armor and Garb:
Furniture:
Other Objects:
Architecture:
Displayed:
Held Worn:
                                                                                                                                                              Axedwarves
Axe Lords
Swordsdwarves
Swordmasters
                                                                                                                                                                                                                       None

None

2

None

None

None

None

None

None

None

None
                                                                                                                                    🗁 🕶 🛵 🌤 िक 🌣 कि देश हैं क देश हैं के देश देश देश
                                                                                                                                             76102
7220
613471
7226
1377
                                                                                                                                                              Swordmasters
Macedwarves
Mace Lords
Hammerdwarves
Hammer Lords
Speardwarves
Speardwarves
Elite Mrksdwrvs
Wrestlers
Elite Wrestlers
Recruit Others
                                                                                    Nobles Admins
Peasants
Dwarven Childrn
Fishery Workers
Farmers
Endineers
 Imported Wealth: 418526
                                                      6894217
 Exported Wealth:
 Food Stores:
Meat 758
                                                                                    Engineers
Trained Animals
Other Animals
   Fish
Plant
                        None
7031
```



The King will be pleased to know that the next shipment going to the borderlands have been prepared. Already it outnumbers this years contributions. The high council has also deliberated on the next Viceroy to take over matters, they will be summoned soon.

As I made my way back, a cry of horror echoed from Spoiler: the noble tower. (click to show/hide)



Spoiler: "The advisor is dead!" (click to show/hide)

The Stray Giant Hamster ( Trained ) has been found dead

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on April 05, 2016, 10:51:13 pm

Wow, that is some uber update. Bravo!

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Imic on April 06, 2016, 12:20:40 am

The...
H- H- Hamster...
NOOOOOOOOOOOOOOO!!!!!!!
You will be avenged!

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Zuglarkun on April 06, 2016, 06:29:51 pm

Fun fact. Do you know that the gods of the old nets are worshiped by our farm animals? <a href="Spoiler">Spoiler</a> (click to show/hide)

```
Unnamed male giant gray langur
                             a giant gray langur born in 228 He was of unknown
In the midspring of 243 the giant gray langur was slaughtered in Breadbowl
Related Historical Figures
Vucar Freeskies object of worship
Related Entities
The Old Nets (member)
                              Unnamed female giant olm
This nameless being was a giant olm born in 242 She was the youngest daughter of a giant olm and a giant olm
In the early winter of 242 the giant olm was slaughtered in Breadbowl
Related Historical Figures
Berul the Armored Stockade
A giant olm mother b 216
A giant olm father b 240
                                object of worship
d 243
d 242
Related Entities
The Old Nets (member)
                               Unnamed male elk bird
This nameless being was a elk bird born in 235 He was of unknown Parentage
In the midsummer of 243 the elk bird was slaughtered by Silverjewel in Breadbowl
Related Historical Figures
Rurast Mirrormystery the Bewildering Cloak object of dubious worship
Related Entities
The Old Nets (member)
```

This includes wagons by the way... although this one worshiped a foreign god.

<u>Spoiler</u> (click to show/hide)

FPS: 100 (22) Unnamed wagon

This nameless being was a wagon. It was one of the first of its kind.

In the early summer of 239, the wagon was scuttled in Breadbowl.

Related Historical Figures

Ithrit, object of worship

Related Entities

The Kingdoms of Color (member)

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Bearskie on April 08, 2016, 06:46:30 am

Rarely enough time to comment these days, but very entertaining turn Zuglarkun. :) Ah... the tower, the politics, the Breadbowl mosaic! Tonik's got one, Sanctume's got one, now I'm kicking myself for not producing some installation art too during my stint.

Who's next up? Shul-nak's still not showing up, so do we hand Breadbowl over to DDD now?

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on April 08, 2016, 08:33:33 am

Quote from: Zuglarkun on April 05, 2016, 10:17:43 pm

```
Spoiler: Our stocks (click to show/hide)
                                     Breadbowl
                                                                        1st Granite 244 Early Spring
                                                         Health Justice
                                  9790 ° 3327 ° 639 ° 570 ° 6933 ° 885 °
Created Wealth:
                                              Population:
                                                                        200
 Armor and Garb:
Furniture:
Other Objects:
Architecture:
                                              Miners
Woodworkers
Stoneworkers
                                                                                                                      None
                                                                                                                      None
                                                     ers
Ismiths
Iers
                                                                                                                      None
                                                                             2
2
6
                                                                                                                      None
Imported Wealth:
                             418526
Exported Wealth:
                             6894217
                                                                             71
Food Stores: 758
                                              Farmers
                                              Trained Animals
Other Animals
```

Breadbowl has a population of 200, and has less than 10% active (melee) military, with at most 10% reserves (range military).

9 Axelords, 2 Swordmasters, 2 Mace Lords, 4 Spear Masters, and 1 recruit.

I remember we have The Neighborhood watch who have some marksdwarves skills, but aren't they elite yet?

I also recall we have a second squad set for crossbows as well, but I don't think they were ever activated to train.

Anyway, just my observations. I think we have room for 1 or 2 for war hammer training; perhaps cross train the 2 highest skilled in crossbow then promote them to cross-train the marksdwarves via barracks. And start training on the 2nd range squad. We do have those indoor archery ranges still, right?

I also notice the slow down in sieges, did we help deplete the goblins' army?

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Zuglarkun on April 08, 2016, 10:21:36 am

Quote from: Sanctume on April 08, 2016, 08:33:33 am

I remember we have The Neighborhood watch who have some marksdwarves skills, but aren't they elite yet?

I also recall we have a second squad set for crossbows as well, but I don't think they were ever activated to train.

Anyway, just my observations. I think we have room for 1 or 2 for war hammer training; perhaps cross train the 2 highest skilled in crossbow then promote them to cross-train the marksdwarves via barracks. And start training on the 2nd range squad. We do have those indoor archery ranges still, right?

I also notice the slow down in sieges, did we help deplete the goblins' army?

Neighborhood Watch ran out of bolts to train with because the bolts all got placed in bins (which for all intents and purposes makes them impossible to get.) I made another bolt stockpile without bins on top of the Looms, so crossbow training should proceed along fine now. Spoiler: like this (click to show/hide)



Boattrails Manager Practice Marksdwa g Shield t M ksdwar User ling A icient Armor Discipl Observer (Rusty) Arche Dodger (Rusty) Mason Accomplished Glassmaker

I took pictures of archery practice happening, but did not feel that they were worth putting in my winter post. Though as long as mayor Quasar is forbidding bolt trade, those original few stuck in the bins won't be movable. I think.

The Captain of the Guard is also a crossbow squad, so newly enlisted crossbow dwarves ought to get transferred there. The captain of the guard, Ast Virgindiamonds is a legendary crossbow dwarf so you can use her and Fath for crosstraining the rest, though in my opinion that's just a waste of time.

The goblins will be back, they are just conquering sites elsewhere in the world. We are quite a distance away from the action.

As for the caged Zuglarkun... I'll leave the decision to free her or not to the next overseer. QuQuasar *overlooked* 2 of our deities when making that last post about our pantheon *(on purpose perhaps?)*. Abir has a rather interesting juxtaposition in her spheres of alignment, which I'll leave it to you folks to look up.

Based on my observations while playing, Breadbowl needs more manpower (yes more) to handle the **crazy** amounts of food, drink and various containers that we'll need to meet the **30,000** food **60,000** drink breakpoint that Quasar set. The good news? Magma glass should keep us covered on the containers front, for now. But I estimate that we'll need even more full-time glassmakers, cooks and brewers before we are through. I changed the kitchen layout from my last update, so things should be slightly more efficient now, but as you can see from that screenshot at the end, we'll need even more storage space before too long. That is about one season and a half's worth of constant production (more or less).

One more thing. Slaughter all but a breeding pair of the Elk birds once they are adult sized, and do keep an eye out for the cave crocodile and giant cave spider breeding program.

Let's keep things moving along. DDDragoni? Either that or MoonytheHuman? Duke Gwolfski is busy elsewhere as far as I know.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Gwolfski on April 08, 2016, 10:41:29 am

Yeah im busy at least for two weeks

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on April 08, 2016, 10:44:47 am

Awesome news on the Capt of the Guard! Yeah, cross-training crossbows to hammer seems moot, but it's more to help skill up Armor User / Dodger than melee.

Bolt in bin issue, yeah that's in v40.24. I've even heard "old bolts" are ignore and new squads prefer "new bolts" made.

I think we're in a good position to meet the 30k/60k quota. So glass pots are the bottleneck.

How close are we to terminating alliance with the elves? Because we have plenty of wood out there, and we can use barrels along with the glass pots.

What about clay->glazed earthen wares? That's another possibility for renewable once more magma-filled-minecarts can be brought up.

Other than that, we can also increase the farm plots by 50% using Potash at the cost of trees. We're done doing Pearlash for clear glass.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Zuglarkun on April 08, 2016, 11:06:05 am

Quote from: Sanctume on April 08, 2016, 10:44:47 am

How close are we to terminating alliance with the elves? Because we have plenty of wood out there, and we can use barrels along with the glass pots.

What about clay->glazed earthen wares? That's another possibility for renewable once more magma-filled-minecarts can be brought up.

Other than that, we can also increase the farm plots by 50% using Potash at the cost of trees. We're done doing Pearlash for clear glass.

I've been using the 2 carpenter's we have to make barrels all year round to supplement our container needs. Ditto for the clay pots. I've even made some extra kilns to help with the glazing, we've had quite a lot of clay built up over the years in the trade depot. Unfortunately, Breadbowl has no native clay, so we can't depend on it, though we can import it.

As far as I know, farming and plants ain't a problem at all. We already have a horridly large surplus. Though I think King Sibrek would not mind at all if we fertilized everything, though that ties up even more dwarfpower every season.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on April 08, 2016, 12:36:04 pm

Welcome to Breadbowl--you're either a king, a fertilizer, a farmer, or a pot maker.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Gwolfski on April 08, 2016, 04:35:41 pm

or an anti-social duke.

Title: Re: Breadbowl: a Succession Farm [40.24]

Post by: TheImmortalRyukan on April 08, 2016, 06:18:08 pm

Quote from: Gwolfski on April 08, 2016, 04:35:41 pm

or an anti-social duke.

Strawberries

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: DDDragoni on April 08, 2016, 07:55:50 pm

Quote from: Zuglarkun on April 08, 2016, 10:21:36 am

Let's keep things moving along. DDDragoni? Either that or MoonytheHuman? Duke Gwolfski is busy elsewhere as far as I know.

In an extraordinary measure of poor timing, I just started another succession fort. I could grab Breadbowl in maybe 4 days to a week if you're willing to wait that long or you could pass it along to Moony.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Bearskie on April 08, 2016, 08:18:07 pm

Yeah, the 30k/60k target isnt going to be met through conventional means. It's going to require a complete restructuring of the fortress into an industrial food machine.

One thing, how about we keep a sizable stock of wood aside for fertilizer? While its effectiveness is nowhere near enough to warrant continued and sustained fertilization, it would help as a short-time boost of production as we near the end (about 5-10k), though this boost will only be able to be sustained for 2/3 years tops.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Taupe on April 08, 2016, 11:01:23 pm

Quote from: Bearskie on April 08, 2016, 08:18:07 pm

Yeah, the 30k/60k target isnt going to be met through conventional means. It's going to require a complete restructuring of the fortress into an industrial food machine.

One thing, how about we keep a sizable stock of wood aside for fertilizer? While its effectiveness is nowhere near enough to warrant continued and sustained fertilization, it would help as a short-time boost of production as we near the end (about 5-10k), though this boost will only be able to be sustained for 2/3 years tops.

Wjhat we need is a multi-level map-spawning tree farm with legendary woodcutters, a minecart system for fast and efficient delivery, and a high-profile team of potasheers and woodburners.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Gwolfski on April 09, 2016, 04:20:12 am

Quote from: TheImmortalRyukan on April 08, 2016, 06:18:08 pm

Quote from: Gwolfski on April 08, 2016, 04:35:41 pm

or an anti-social duke.

Strawberries

Or strawberries

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: DDDragoni on April 11, 2016, 10:00:41 pm

I can take this now, if that would be good.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Zuglarkun on April 11, 2016, 11:40:34 pm

Quote from: DDDragoni on April 11, 2016, 10:00:41 pm

I can take this now, if that would be good.

Yes, please do so.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: DDDragoni on April 14, 2016, 01:55:09 am

When the clock struck midnight at the turn of the year, the king's advisor dropped dead. That's a bad sign. A year that starts with death is sure to bring much more of it. Then again, it might also be a good sign- Giant Hamsters have never been friendly to Breadbowl, so the death of an enemy may signify a year of prosperity. But it was the king's advisor, and the death of an important figure does not bode well for the nation. The future is hazy at best, and often does not mean what you expect.

A few of the king's inner circle passed by me as I mused about what the future might hold. One of them laughed, and told me that if I knew so much about the future, maybe I should try using that to help Breadbowl instead of muttering over food scraps.

I told her that I would be happy to help avert the coming disaster... or help maximize the coming prosperity.

She laughed again, until one of the other dwarves informed her that due to the viscountess's retirement, the date, and an obscure law from the year 43, what had just conspired constituted an official offer of leadership, followed by my oath of acceptance.

The first dwarf turned very pale and walked away quickly. I told her as she left that that was a bad sign- pallid skin signifies a coming illness.

It does appear, however, that the bones of my reindeer meat roast were correct--a great windfall did await me today. Or perhaps I was looking at them sideways, and they showed that death was in my future. Or upside down, and they meant that apples awaited me.

Well, we shall have to wait and see what the future holds.

Quote from: Zuglarkun on April 11, 2016, 11:40:34 pm

Quote from: DDDragoni on April 11, 2016, 10:00:41 pm

I can take this now, if that would be good.

Yes, please do so.

Wow. I booted up the save and I am... more than a little intimidated by everything going on. Any advice to help me get situated so I don't screw everything up?

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Gwolfski on April 14, 2016, 02:36:06 am

Grow strawberries \*

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Bearskie on April 14, 2016, 03:51:20 am

The whole fort in general is pretty resistant against fuck-ups. I'd say just hammer it, and haffa' good time.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Zuglarkun on April 14, 2016, 06:31:06 am

Quote from: DDDragoni on April 14, 2016, 01:55:09 am

Wow. I booted up the save and I am... more than a little intimidated by everything going on. Any advice to help me get situated so I don't screw everything up?

Quote from: Bearskie on April 14, 2016, 03:51:20 am

The whole fort in general is pretty resistant against fuck-ups. I'd say just hammer it, and haffa' good time.

Pretty much this.

BUT, in case of a siege or a breach in caverns shit hits the fan, there are levers next to the hospital (located at the farming level or hit F7) that control the main draw bridges, there's also a lever that forces invaders through our barracks if you cut off the other bridges. It is located in the main dining hall to the bottom left.

The first caverns are also connected to the second caverns.

That's all really. Go crazy!

We also have some leftover pigtail, cave wheat and sweet pod seeds that you should trade away to avoid getting into trouble. Buy any seeds you see that can be grown above ground in our biome! The King demands more variety! Human traders should bring some so keep a look out. Also keep a look out for the favorite foods of the King and Queen.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Paddywagon Man on April 15, 2016, 08:25:18 pm

In my current game, I just made a stack of roasts worth 166944 dwarfbucks, I think I'll join and see if I can top the feat!

Also, looks like giant hamsters are kind of a nuisance in this fort? I'll try to be vigilant let they bring Breadbowl crashing down about my ears.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: QuQuasar on April 16, 2016, 08:26:53 pm

Hey can someone help a beleaguered mayor out? I don't have time to track down and tally up ToniK and Zuglarkun's production results for the main page. Could someone compile them for me in the usual format?

ie. Quote

> Traded - 8486 food, 6948 drink - Total Milestones reached: 6000 food!, 6000 booze!

110 food, 4925 drinks - Elven Caravan 0 food, 0 drink - Human Caravan - Turned away by Goblins 8376 food, 2023 drink - Dwarven Caravan

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on April 16, 2016, 09:53:45 pm

I'll go check the food and drink tally

**ToniK summary:** 2125 food, 1663 drinks - Elven Caravan 1467 food, 336 drinks - Human Caravan 1396 food, 1040 drinks - Dwarven Caravan 4988 food, 3039 drinks - Total Year 7

ToniK source links:

Breadbowl - Year 7 - Spring - Elf caravan prepared meals: 2543 - (418 red) = 2125

drinks: 1663 - (0 red) = 1663

Quote from: ToniK on January 17, 2016, 12:42:05 pm

Spoiler (click to show/hide) 2453 None 737 1663 prepared meals cheese powder drinks

Breadbowl - Year 7 - Summer - Human caravan prepared meals: 1482 - (15 red) = 1467drinks: 836 - (500 red) = 336

Quote from: Tonik on January 22, 2016, 10:24:34 pm

Spoiler (click to show/hide) 11707 15 prepared meals 1482 None 787 836 cheese powder drinks

Breadbowl - Year 7 - Autumn - Dwarven caravan prepared meals: 257 (1396 red) = 1396

drinks: 48 - (1040 red) = 1040

\*screen cap looks like it was taken after trade; using red value.

Quote from: ToniK on January 30, 2016, 04:48:31 pm

Spoiler (click to show/hide)

```
egg 98
plants 13567 308
prepared meals 257 1396
cheese None 215
powder 1011 30
drinks 48 1040
leaves 1213 220
limid 82 80
```

\*\*\*

Zuglarkun summary: 2382 food, 0 drinks - Elven Caravan 2430 food, 779 drinks - Human Caravan 3308 food, 6309 drinks - Dwarven Caravan 8120 food, 7088 drinks - Total Year 8

\_\_\_

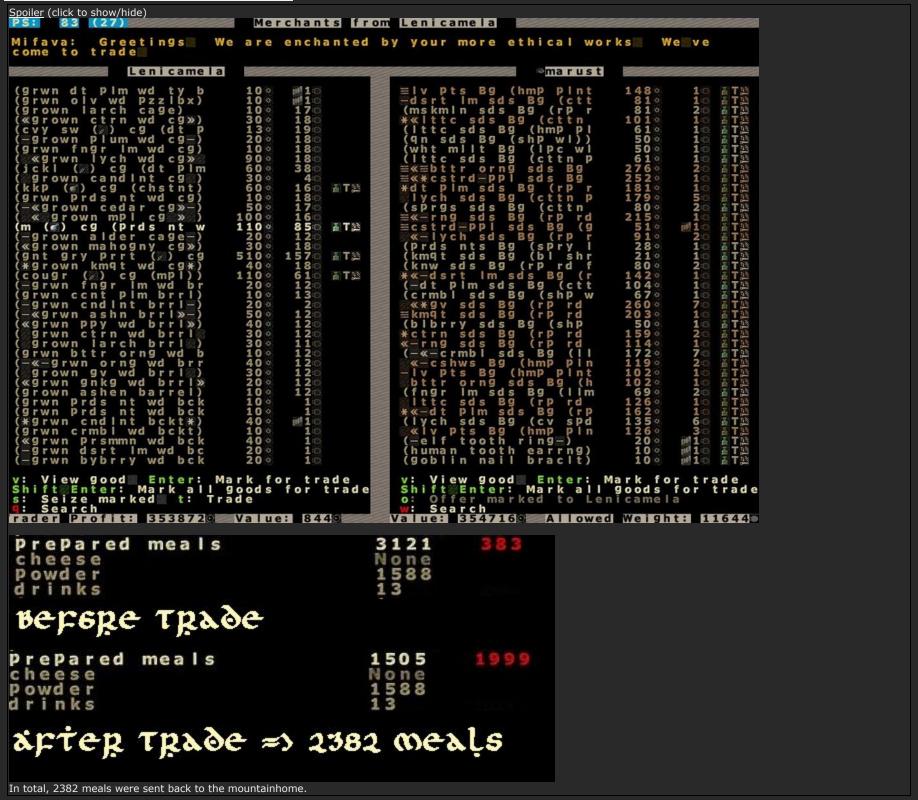
Zuglarkun source links:

Breadbowl - Year 8 - Spring - Elven caravan

prepared meals: 2382

drinks: 0

Quote from: Zuglarkun on March 06, 2016, 06:09:53 pm



Breadbowl - Year 8 - Summer - Human caravan prepared meals: 2430

drinks: 779

Quote from: Zuglarkun on March 15, 2016, 05:02:05 am

<u>Spoiler: Final trade tally</u> (click to show/hide)

```
ecstatic with the trading
Behall Rusna
                                                  五丁些
                                                            v: View good Enter: Mark for trade
Shift Enter: Mark all goods for trade
o: Offer marked to Behal Rusna
w: Search
Valuen 8897/26 Allowed Weighth 982911
v: View good Enter: Mark for trade
Shift Enter: Mark all goods for trade
Q: Clear search to trade
q: Search: seed
Unradien Photogram 81891000
                                                          19664
2469
7
829
843
  plants
  Prepared meals
  cheese
Powder
drinks
   rood and drink stocks before
   trade
                                                          19664
39
7
829
64
  Plants
  Prepared meals
  cheese
Powder
  drinks
   arter trade : 2430 meals
                                   223 gřinke
                       sent to the borderlands
Breadbowl - Year 8 - Autumn - Dwarven caravan
```

PS: 100 (35) Merchants from Behal Rusna
Pevit: Ah wonderful Thank you for your business

prepared meals: 3308

drinks: 6309

Quote from: Zuglarkun on March 23, 2016, 07:42:26 pm

```
Spoiler: Tally of food and drink (click to show/hide)
              FPS: 100 (37) Merchants from Egarkib Shorast: Greetings from the outer lands Your efforts Let us trade!
                                                                                                                                                                                                                                                                                                                                             with the trading
                                                   llon bars)
ne pewter bars)
ckel silver bars)
y pewter bars)
ne pewter bars)
ckel bars)
ckel bars)
n bars)
onze bars)
erling silvr brs)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | This is the property of the 
                (sterling silvr brs)
(sterling silvr brs)
(bismuth bars)
(sqr brilnt ct vit s
(rnd brilnt ct alxnd
(single cut varscts)
(sqr ct vit spssrtns)
(vi pnfr opi cbchns)
(sngl ct prpi spnis)
(pont ct prpi spnis)
(pont ct prpi spnis)
(ovi tgr irn cbchns)
(marquise cut morns)
(oval cut milk opis)
(rnd cir opi cbchns)
(emerald ct wht jds)
(pear cut bone opis)
(roal cut pras opis)
(roal cut peridots)
(rotngir yllw spssrt
(chromite blocks)
(native gold blocks)
(marble blocks)
(sphalerite blocks)
(sphalerite blocks)
(kimberlite blocks)
(kimberlite blocks)
                                                                                                                                                                                                                                                                                                                                                 v: View good Enter: Mark for trade
Shift Enter: Mark all goods for trade
s: Seize marked t: Trade
q: Search
Trader 270414 255674
```

prepared meals
cheese
powder
drinks

prepared meals
cheese
powder
drinks

prepared meals
cheese
powder
drinks

apteg tgade +3308 meals, 6309 dgipks
sept to the rogdeglapds

Note: There might be some slight discrepancies with the way the now imprisoned viceroy had tallied the outgoing food. That has been corrected now.

In the aftermath of the former viceroy's incarceration. The Viscountess shall personally take over the viceroy's duties. All the illegal plump helmets, plump helmet spawn and underground crops were incinerated in magma. As for the standing situation regarding the lack of a viceroy, the high council shall screen for a suitable candidate. In the interim, all orders will be conveyed from the high council by the viscountess. Disobedience will not be tolerated. Dissenters will be hammered.

With the food export situation out of the way, we turn our focus to other matters.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: DDDragoni on April 17, 2016, 11:23:15 pm

I got super busy all of a sudden, and together with Breadbowl's low FPS, I won't have time to play until Thursday at the very earliest, probably later. I only was halfway through Spring, so if someone else want's to grab it in the meantime feel free to roll back.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Imic on April 21, 2016, 10:32:31 am

\*necro necro\*

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on April 21, 2016, 10:42:05 am

I'm curious if the dragon is still asleep in this region of the world.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on April 21, 2016, 05:46:41 pm

Thanks for the numbers Sanctume. The Mayor owes you a favor, and if she can ever extract herself from the ever-growing mound of crying and yelling dwarves, she promises to repay it.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: DDDragoni on April 22, 2016, 12:35:12 am

Finally had time to play through Spring. Will update tomorrow.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: DDDragoni on April 22, 2016, 07:57:43 pm

# **Records of the Past and Future**

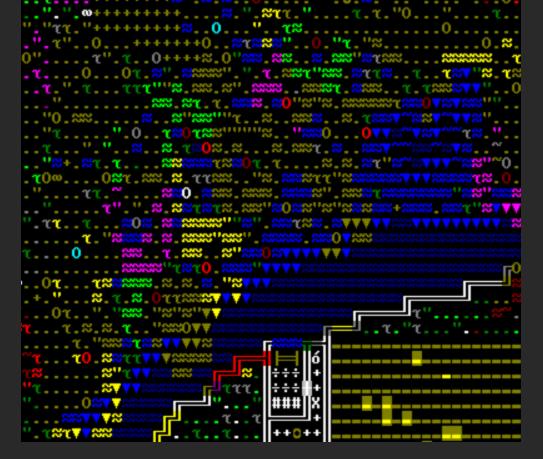
1 Granite

In order to properly guide Breadbowl into the future, I must know how the river of time will flow. And since viewing that is rather... difficult, the next best thing is to observe how the river of Breadbowl flows.

So I made a little raft out of my beard hair and tossed it in the moat.

The current carried it forth, weaving through the stones and branches littering the waters, until it reached a point where the moat was overflowing and promptly beached itself.

Spoiler: Overflow (click to show/hide)



So... That needs to be fixed.

#### 6 Granite

It appears that I pulled the wrong lever and the moat is now overflowing even more that before. Flowing water normally means purity and health, but this is just a muddy mess.

#### 12 Granite

The dregs at the bottom of my wine showed signs of good fortune today. It might have meant pain, put I'm at least 80% sure it was good fortune. Which is why I wasn't worried at all when a Reacher ambushed Stinthad Pureblockades, a miner, in the tunnels and beat him to unconsciousness. Similarly, I knew everything would work out when it charged Lorbam Lancechance, a woodburner and knocked him off a 7-Urist cliff. True to form, Stinthad eventually woke up and speared it through the head as it gnawed on the skull.

Just as I predicted! My cards also tell me both will make a full recovery.

#### 20 Granite

The elves came today to collect the season's output for the colonies. A diplomat also came along with them, and told us the news of the world.

#### Spoiler (click to show/hide)

latest news from Glossedpetals is that a few months ago the site was conquered by The Hell of Emancipating. Months ago refugees calling themselves The Silkiness of Watchfulness fled in the area just before an army of The Fortunate Torment led by the goblin Leweme Slingswallow descended upon the place. latest news from Oakobeys is that several years ago the site was conquered by The Kingdoms of Color.

That is an ill omen. She also asked for us to limit the number of trees we cut down.

<u>Spoiler</u> (click to show/hide)

```
We can part with at most 123 trees, butcher.
'Gwolfski' Uristirtir:
a — We can abide by this. Let us work toward mutual co—existence.
   Our needs exceed your allowances.
                                      Relax. They're only trees.
```

123... Those numbers... They have been prophesized since the first days of numerology! There must be something special about them. Why else would they be the first numbers, if not to signify the destiny inherent on this very day?

I accepted the elf's terms. This is the beginning of something great.

# 3 Slate

This is not great. It appears that even excluding the elves' abnormal aversion to wood (don't they know the grain can help interpret dreams?), we still have more goods than their animals can carry. I gave them what I could and received a giant wren and gray parrot in return. We could always use more eggs- the patterns when the shells crack show details of deaths.

prepared meals prepared meals 540 7590 drinks drinks

After moving goods to depot on left, after trade on right. By the time they left the map, we'd already made a bunch more. Am I doing this right?))

# 13 Slate

Illithid raised a fuss today when I melted down one of his masterworks in my smelter today. He told me to, and I quote, "not touch any more of his stuff or he'll make my future come real fast."

Luckily, the molten iron showed me that Ilithid currently has an aura of wisdom, so there will be no need for further conflict.

# 26 Slate

# Kolsibrek, Bone Carver has been missing for a week.

I was told today that no one has seen Rovod in quite some time. I shall consult the ether as to his location.

# 2 Felsite

I received my first message from beyond regarding Rovod today.

Spoiler: Omen 1 (click to show/hide)

# Thob Lorstelid, Axe Lord has bestowed the name Doren Ar upon a steel battle axe! Press Enter to close window: FPS: 100 (48) Doren Ar, "The Diamonds of Flesh", a steel battle axe This is a masterful steel battle axe created by 'Shul-nak' Ostdatan. One troll (P) in Breadbowl Slaver Thob Toolwashed the dwarf, one kill Of course! Diamonds! We must encrust furniture with diamonds! 8 Felsite While placing the encrusted furniture in the king's newly engraved mausoleum, I noticed another message. <u>Spoiler: Another Message</u> (click to show/hide) Angzak Rigòth, "The Terrors of Craft" Engraved on the floor is a masterfully designed image of 'Quasar' Fencedraces the dwarf and bolts by Minkot Atulkol. 'Quasar' Fencedraces is surrounded by the bolts. I must listen to the whims of the spirits. Quasar shall join the hunters. 14 Felsite Today I ran into Quasar, and I noticed something peculiar. <u>Spoiler</u> (click to show/hide) "'Quasar' Fencedraces" **\*rambutan wood shield\*, Hauled** +iron mail shirt+, Hauled ≡iron helm≡, Hauled ≡iron greaves≡, Hauled \*iron high boot\*, Hauled \*iron left gauntlet\*, Hauled (-rice beer Barrel (willow)-), Hauled Quasar has no clothes. For clothes we need silk. Silk is in the sealed off cavern chambers. Open them up immediately! Rovod Kolsibrek, Bone Carver has been found dead, dehydrated. Oh. Internet is spotty, will do notes and images as soon as it fully comes back. Spring wasn't terribly exciting, but FPS is hanging around 16 so it takes a while to get through stuff. Any advice on speeding stuff up? In case it wasn't clear, Darzen's "soothsaying" doesn't actually work, he just thinks it does and gets lucky sometimes. Title: Re: Breadbowl: a Succession Farm [40.24]

Okav images up.

Post by: Taupe on April 22, 2016, 09:49:56 pm

Breadbowl: Misguised Gypsie Edition.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Bearskie on April 25, 2016, 08:06:15 am

Tis' all the latest rage in fashion nowadays, runnin' round in the nuddie beneath a steel shirt. Or so I've been told.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on April 25, 2016, 10:51:12 am

The moist tropical air, body oils, natural secretions, and steel chain texture makes the ensemble practically self cleaning.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Imic on April 30, 2016, 03:06:43 pm

\*necro necro\*

We need to keep this alive.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: **DDDragoni** on **May 02, 2016, 01:21:21 am** 

7 Hematite

The human caravan arrived today. Pryo didn't seem to take it well.

Code: [Select]

'Pyro' Reggmorul, Watcher, withdraws from society...

He took a single adamantine wafer with him to a Magma forge. This is troubling. Adamantine represents both wealth and great strife.

The human's law giver, himself a goblin, arrived today with a single lasher as a guard. He claimed he had stopped at a town to rest while the caravan carried on, but I know better. The cards I drew for him showed underhanded dealings. He must be setting up some kind of

18 Hematite

Curses! The stars must be in the goblin's favor, as he left Breadbowl before I was able to convince the Shafts to detain him. I doubt he even suspected I was on to him.

Spoiler: The News (click to show/hide)

```
Nightenaves. As a consider the area just before an army of the Decisive Disloyalty led by the goblin ship of Wishes fled from the area just before an army of The Decisive Disloyalty led by the goblin ship of Risaults fled from the area just before an army of The Decisive Disloyalty led by the Elevated Council fled from the area just before an army of The Decisive Disloyalty led by the Fellowship of Packing fled from the area just before an army of The Decisive Disloyalty led by the Fellowship of Pantoniming fled from the area just before an army of The Decisive Disloyalty led by The Group of Portent fled from the area just before an army of The Decisive Disloyalty led by the Spongy Fellowship fled from the area just before an army of The Decisive Disloyalty led by the Twinkling Coalition fled from the area just before an army of The Decisive Disloyalty led by the Band of Bunches fled from the area just before an army of The Decisive Disloyalty led by the Coalition of Shells fled from the area just before an army of The Decisive Disloyalty led by the
cended upon the place. Months ago refugees calling themselves The Group of Portent fled from the area just before an army of The Decisive Disloyalty led by the led upon the place. Months ago refugees calling themselves The Spongy Fellowship fled from the area just before an army of The Decisive Disloyalty led by the led upon the place. Months ago refugees calling themselves The Tuinkling Coalition fled from the area just before an army of The Decisive Disloyalty led by the led upon the place. Months ago refugees calling themselves The Band of Bunches fled from the area just before an army of The Decisive Disloyalty led by the led upon the place. Months ago refugees calling themselves The Coalition of Shells fled from the area just before an army of The Decisive Disloyalty led by the led upon the place. Wonths ago refugees calling themselves The Coalition of Shells fled from the area just before an army of The Decisive Disloyalty led by the led upon the place. Wonth ago I we Submergelizard became overlord of The Chaste League. Months ago Zoka The Living Fellowship, replacing her older sister Tikes Windtemple. I hear she has a real mean streak.
```

#### 21 Hematite

It's been seven days since the human caravan arrived, and since seven is the number of completeness, that must mean the task of carrying our food to the depot is completed. I will begin the trades at once!

Additionally, Quasar has put his armor back on and been re-elected. So good on him.

#### 27 Hematite

Pyro finally emerged from the forge.

Spoiler (click to show/hide) 'Pyro' Regmörul, Watcher has created Ngilok Ebal, a adamantine battle axe! =Press Enter to close window= Ngilok Ebal, "The Evisceration of Revering", a adamantine battle axe FPS: 100 (49) This is a adamantine battle axe. All craftsdwarfship is of the highest quality. It is studded with adamantine.

"The Evisceration of Revering..." well gods are revered, so I've ordered that axe to be used on all statues depicting gods.

#### 5 Malachite

It appears that SOME dwarves have no respect for the sanctity of numbers, as the trade preparations were not in fact completed in Hematite as they should have been. Now that all of the food has actually been hauled to the depot, I've initialized trade for the second

910 prepared meals 170 prepared meals cheese None cheese None powder 887 powder 887 drinks 10283 5094 drinks Before prepared meals 16 prepared meals 34 cheese cheese None None powder 893  $\begin{array}{c} \mathbf{893} \\ \mathbf{184} \end{array}$ powder drinks 5187 drinks Before2

#### 18 Malachite

Spoiler (click to show/hide)

```
Cyclops Efili Idaelira Fanemíyara has come! A giant humanoid monster with a single eye set in its fore
 Press Enter to close window
Taupe sighted a cyclops on the horizon today. Since today is the 18th, and cyclopses have 1 eye, and 1 plus 8 times 1 is 9, and nine is the
```

number of evil, I told Taupe and Thob to go kill it. Since their names start with the same letter, they should be able to work in sync. Spoiler: And in sync they do. (click to show/hide)

```
The Commander stabs The Cyclops in the lower body with his Kastoltegir,
tearing the muscle and tearing the stomach!
The Kastoltegir has lodged firmly in the wound!
The Axe Lord hacks The Cyclops in the upper lip with her Doren Ar and the
injured part is cloven asunder!
The Cyclops gives in to pain.
The Cyclops falls over.
The Commander pulls on the embedded Kastoltegir.
The Axe Lord hacks The Cyclops in the head with her Doren Ar, tearing apart the muscle, fracturing the skull!
An artery has been opened by the attack!
A tendon in the skull has been torn!
The Commander stabs The Cyclops in the head with his Kastoltegir, tearing
apart the muscle and chipping the skull!
A tendon in the skull has been torn!
The Axe Lord hacks The Cyclops in the head with her Doren Ar, tearing apart the muscle and fracturing the skull!
An artery has been opened by the attack!
A tendon in the skull has been torn!
The Axe Lord hacks The Cyclops in the head with her Doren Ar and the
An artery has been opened by the attack!
A tendon in the skull has been torn!
```

# 7 Galena

I felt myself drawn to Illithid today. I found him lounging about in his room. When I inquired what was so important as to distract him from his duties, he replied "Noble."

Spoiler: Noble (click to show/hide)

'Pyro' Regmörul, Watcher Melt a Metal Object/R Dodok Sobirrimtar, Metalsmith Make steel bars/R

I cannot say that I understand this sign, but I will strive to obey it nonetheless!

# 15 Galena

It appears something in Zuglar's humors disagrees with the wood from the cage he is in.

Don't these dwarves know anything about matching humors to surroundings? I suppose it's best to leave him in there, unless I get a sign otherwise.

I'm so, so sorry this took so long, everyone, and I can't really make any promises that the next update will be much quicker. Should I hand off the save now?

But regardless, notes: The "haul goods to depot" screen SAID there was nothing pending, but as soon as I was done with the trading I notived dwarves carrying more food to the depot...

I didn't realize Zuglar was still caged until I got the berserk announcement. I thought he'd been chained or something for production order and once his sentence was up had been released on his own. I don't know what triggered it, either.

Quote from: Bearskie on April 25, 2016, 08:06:15 am

Tis' all the latest rage in fashion nowadays, runnin' round in the nuddie beneath a steel shirt. Or so I've been told.

He wasn't even wearing the armor, he was hauling it.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Zuglarkun on May 02, 2016, 04:29:55 am

Quote from: DDDragoni on May 02, 2016, 01:21:21 am

I didn't realize Zuglar was still caged until I got the berserk announcement. I thought he'd been chained or something for production order and once his sentence was up had been released on his own. I don't know what triggered it, either.

When the King means to imprison someone for subservience, the King does not mess around. Ah well, a fitting fate for *lawbreakers* like so. Let this be a lesson to all not to cross the King's rule!

Spoiler (click to show/hide)

I managed to cage her via various means available at my disposal, I though it would be fitting story-wise. Did not realize that she would go berserk, rather I thought she would at worse have starved instead or something.

Redorf me as *Ivomotad* and set the fella to the farms if you will.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Sanctume on May 02, 2016, 10:06:03 am

ledger totals so far

DDDragoni - Year 9

166 food; 2,344 drinks - Elven Caravan

758 food; 10,195 drinks - Human Caravan (yes, that's 10k+ drinks)

<u>Spoiler: Elven Caravan</u> (click to show/hide) Quote from: DDDragoni on April 22, 2016, 07:57:43 pm

| Solution | State | State | State | Prepared meals | State | Prepared meals | State |

Spoiler: Human Caravan (click to show/hide)

Quote from: DDDragoni on May 02, 2016, 01:21:21 am

5 Malachite I've initialized trade for the second time. 910 prepared meals 170 prepared meals None cheese None cheese powder powder 887 887 5094 drinks 10283 drinks Before prepared meals prepared meals 16 34 None None cheese cheese powder 893 powder 893 5187 drinks 184 drinks After2 Before 2

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Imic on May 08, 2016, 02:18:13 pm

Imthink that this is dying. Or dead. One of the two.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: DDDragoni on May 08, 2016, 09:56:56 pm

Quote from: Imic on May 08, 2016, 02:18:13 pm

Imthink that this is dying. Or dead. One of the two.

It's not dead, I just haven't had enough time to actually get a full season in. I've been snatching moments whenever I can. And I offered to give up the save but no one said anything

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Bearskie on May 22, 2016, 07:16:20 am

The Tragedy of Breadbowl

\*Saunters into the Hall of Legends.\*

\*Trips on the doorstep, chokes and dies.\*

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: TheFlame52 on May 22, 2016, 12:37:08 pm

I read through the whole thread in these past two days. Give me a turn and a dwarf named Flame who likes some kind of demon. Barring that, a butcher. I have plans.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Taupe on May 23, 2016, 09:26:00 am

I for one appreciate the updates, sparse as they may be. If you think you'll be on this for say the next month, it may be wiser to pass on the save. It all comes down to how you envision your schedule in the uccoming weeks. We could ask around and see if the next player is active and ready to take over, otherwise... just hold on to it.

Also... that cyclop took a -lot- of deadly blows to the head.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Imic on May 31, 2016, 05:55:57 am

If there is no update in one week, i shall take the last save myself.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: DDDragoni on June 04, 2016, 01:02:33 am

http://dffd.bay12games.com/file.php?id=12109 (http://dffd.bay12games.com/file.php?id=12109)

Here's my save if anyone wants it, about halfway through fall. I'll try to get a last write-up i about a week when I'm done with finals. I'm really sorry I dropped the ball on this.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: TheFlame52 on June 04, 2016, 02:58:55 pm

So what's the turn list? Imic, then me? Or are we following the OP?

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Imic on June 05, 2016, 01:02:49 am

For the love of stuff, flame just have a go.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: TheFlame52 on June 05, 2016, 10:58:06 am

I've got Bloodyhells first. You go.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Imic on June 05, 2016, 12:03:22 pm

Quote from: TheFlame52 on June 05, 2016, 10:58:06 am

I've got Bloodyhells first. You go.

Ok. Fine.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Imic on June 07, 2016, 12:45:30 am

Nope, wait, im busy. FOR THE LOVE OF STUFF! SOMEONE REVIVE THIS ALREADY!

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: NCommander on June 07, 2016, 02:31:56 am

Reporting for fortress resurrection. Guess I'll grab the save and get going.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Gwolfski on June 07, 2016, 03:08:40 am

Quote from: NCommander on June 07, 2016, 02:31:56 am

Reporting for fortress resurrection. Guess I'll grab the save and get going.

The duke approves of your actions.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Imic on June 07, 2016, 03:26:34 am

Quote from: Gwolfski on June 07, 2016, 03:08:40 am

Quote from: NCommander on June 07, 2016, 02:31:56 am

Reporting for fortress resurrection. Guess I'll grab the save and get going.

The duke approves of your actions.

So does the messed - up hammerer.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: NCommander on June 07, 2016, 03:37:31 am

I updated the fort to 42.06. I'm going to play out the rest of DDD's turn, then run my own. Framerate is in the toliet, but I'll do what I can to fix that without butching the entire fort's animal supply.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: NCommander on June 07, 2016, 04:40:37 am

Overseer's Log - 9th of Sandstone 244

===

So our previous overseer resigned midyear. Normally, no big sweat, the next guy just starts early expect this time, we didn't HAVE a next guy. So we put everyones names in a boot, and mine came out. Just great ...

Anyway, I'm NCommander, one of our Axe Lords. I know how to kill things. I don't know jack about running a fort, but well. How hard can it be?

Animals Kitchen Stone Stocks Health Justice Created Wealth: Population: 190 7 6 10 Armor and Garb: Miners None Woodworkers Other Objects: 0 Swordsdwarves Stoneworkers None 12 7 2 19 5 Architecture: (E) Swordmasters 2 Rangers Displayed: Metalsmiths None (3) Held/Worn: 1 Jewelers Hammerdwarves 1 None Imported Wealth: 436557\* Hammer Lords Peasants Speardwarves None **3**4 Spearmasters Marksdwarves Exported Wealth: 8083521\* 2 3 69 None Food Stores: 12488 0 Elite Mrksdwrus Farmers None None Seeds 1953 2 Wrestlers 8 None Fish Trained Animals Elite Wrestlers ÷ None None 269 Plant 7904 Other Other Animals Recruit/Others 8 None

preaunowi

Right now, we're in good shape in terms of population and food. The previous overseer didn't finish hauling away everything in the fort to the depo so I'm doing that now, though I don't think we'll have an accurate export count for this year.

We also have a glass worker in a mood.

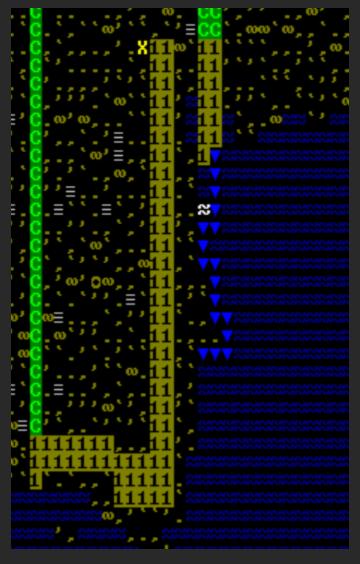
mountainnome imarust,

# Magma Glass Furnace This building has been claimed by Erith Gusilestun, Wood Burner. Erith Gusilestun screams "I must have logs!"

Seems we're out of logs. Easy enough to fix.

With the immediate crisis handled, I've turned my attention towards an idea I've had for awhile. We've grown all sorts of interesting things, and caught even more. But what we \*haven't\* caught is the bounty of the sea. I mean, we've got fishermen and all that, but where are the whales, the sea serpants, you know, the REAL fish.

A few years ago, I read about a fortress who successfully managed to re-architect an ocean, and they're study on ways to catch those big fish. Maybe we can even setup a breeding program in time, but first we need to catch the buggers. I talked with Mooney the Human, our best mechanic, and came up with the following.



See that trench? We're going to line it with traps, then connect it to the ocean to allow us to catch anything that wanders near by. We were going to drain the ocean into the aquifer so we could just line the bottom, but unfortunately the aquifer layout makes that difficult to impossible. Too much risk of flooding the fort.

I've also reviewed our metal stocks. We're low on steel and I'd like to expand the military if at all possible. But one thing at a time.

```
iron bars [147]
gold bars [4]
silver bars [60]
copper bars [82]
nickel bars [13]
```

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: NCommander on June 07, 2016, 06:02:36 am

Ugh, so the moat was flooding when my turn didn't begin, and due to stupidity, I didn't notice for awhile. The dwarven wagon was pushed off the bridge but didn't deconstruct and is \*stuck\*.

I may have to deconstruct the bridge to free them, DFHack them back onto the track, or something else. I'm going to wait for the place to dry out before doing anything though.

EDIT: The flow pushed it into the moat and it deconstructed. The last caravan failed to leave the map.

EDIT 2: the framerate is steadily rising. 10 FPS \o/

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on June 07, 2016, 07:31:21 am

Is the Moat drain still functional?

Quote from: Sanctume on October 13, 2015, 10:26:14 pm

# Mandate #9 Subcommittee: Moat Drain Project

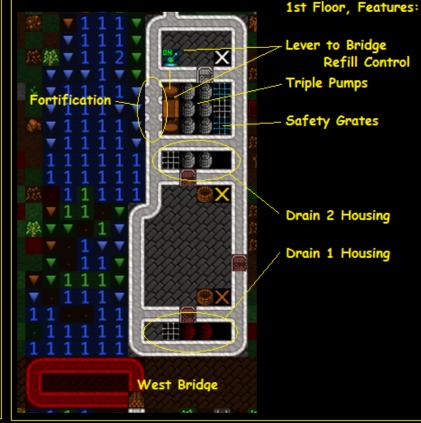
Goal: Provide a means to drain moat in the most efficient method.

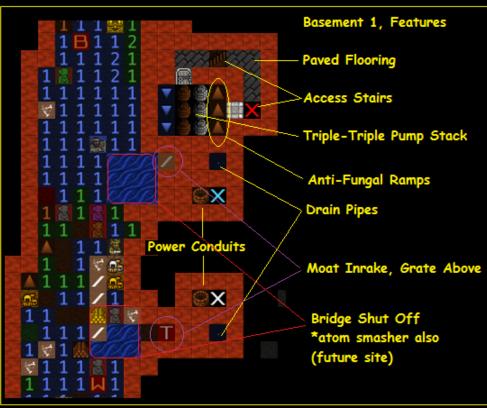
(completed) Construct Power Plant (completed) Construct Draining Function (completed) Construct Refill Function

(completed) Construct Housing Unit

Spoiler (click to show/hide)









Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: NCommander on June 07, 2016, 08:28:17 am

Quote from: Sanctume on June 07, 2016, 07:31:21 am

Is the Moat drain still functional?

The problem was the pumpstack filling the moat was left on, and it overflowed. As soon as I found the lever, the flood stopped. Still waiting for the fort to dry out. Just got back from a Dx appointment, update inbound.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Gwolfski on June 07, 2016, 08:34:38 am

Heh heh.

The duke has issued a mandate! x2

Strawberry wine: 0/5

Plump helmet roast: 0/1

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: NCommander on June 07, 2016, 08:49:56 am

# Overseer's Log - 10th of Timber ===

We sprang a leak.



#### A big leak

This glass weapon rack. All craftsdwarfship green highest quality. It is encrusted with emerald cut red zircons, studded witl steel and decorated with emerald cut green glass gems and coconut palm. This object menaces with spikes of reindeer leather. On the item is an image of goblin-caps in paradise nut wood. Emancipated Breed the On the item is an image of The adamantine spear in guava wood. On the item is an image of Stakud 'Gwolfski' Daggerdangles the dwarf and a millstone in red tourmaline. Stakud 'Gwolfski' Daggerdangles is raising the millstone. On the item is an image of Cethire Dalebeasts the e lf and Wrungclearing the Polished Eagle of Quieting the elf in cashew wood. Sanera Wrungclearing the Polished Eagle of Quieting is striking down Cethire Dalebeasts. The artwork relates to the killing of the elf Cethire Dalebeasts by the elf Sanera Wrungclearing the Polished Eagle of Quieting in The Round Gulf in the midspring of 237 during Odnakök, "The Scraped Assaults".

Turns out that the previous overseer had left the moat pumpstack operational, and forgot to shut it as it filled.



As I continue to review the the state of the fortress, I've noticed we've never exported mead. While some hives were installed, we are well below the necessary amount to get a steady flow of wax and mead. I've ordered this corrected immediately. Our goal is to reach the limit of the colonies one fortress can reach (60), then begin mass production.

```
Make green glass Hive
```

Furthermore, I've noticed many of the animal pens are overflowing beyond their designed limits. A mass butchering has been ordered to both restore our meat stocks, improve the conditions of our animals, and improve something called framerate.

Work has continued to prepare the marine traps, but I failed to take in account the water coming in due to the waves. Water is spreading into the trenches faster than it can evaporate. As such, I've ordered construction of a screw pump and water reactor to drain the build site as we work. A retaining wall will be constructed to help keep the water out as we work.

# Thob Delerkin, Ranger has been found dead, drowned.

In other news, an unfortunate dwarf was knocked into the ocean by a wave and drowned.

# Thob Delerkin, Ranger has been found dead, drowned.

Because its in the little-travelled north-end of the site, no one noticed until the dwarven cavern was pushed into the moat and was lost. After freeing the dwarves from their burrow, the shutdown level was pulled and the water level began to recede.

Freed of his burrow, our moodly dwarf ran and got the rest of the items he needed

Erith Gusilestun, Wood Burner has created Ilothil, a green glass weapon rack!

=Press Enter to close window=

This is a green glass weapon rack. All craftsdwarfship is of the highest quality. It is encrusted with emerald cut red zircons, studded witl steel and decorated with emerald cut green glass gems and coconut palm. This object menaces with spikes of reindeer leather. On the item is an image of goblin-caps in paradise nut wood.

On the item is an image of The Emancipated Breed the adamantine spear inguava wood.

On the item is an image of Stakud 'Gwolfski' Daggerdangles the dwarf and a millstone in red tourmaline. Stakud 'Gwolfski' Daggerdangles is raising the millstone.

image of Cethire Dalebeasts On the item is an the e lf and Wrungclearing the Polished Eagle of Quieting the elf in cashew wood. Sanera striking down Cethire Wrungclearing the Polished Eagle of Quieting is Dalebeasts. The artwork relates to the killing of the elf Cethire Dalebeasts by the elf Sanera Wrungclearing the Polished Eagle of Quieting in The Roung Gulf in the midspring of 237 during Odnakök, "The Scraped Assaults".

To help build the necessary mechanisms, a large section of the lower fort has been ordered to be excavated, and new workshops built.



\_\_\_

(sorry if this is bland, I'm not really getting into character today :/)

EDIT: Forgot to mention we got our first tavern setup.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on June 07, 2016, 09:10:55 am

If the mandate for that plump helmet roast is completed for the duke, we have jails waiting for those who defy the "no undeground edibles" as mandated by the residing monarch.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: NCommander on June 07, 2016, 09:16:45 am

Quote from: Sanctume on June 07, 2016, 09:10:55 am

If the mandate for that plump helmet roast is completed for the duke, we have jails waiting for those who defy the "no undeground edibles" as mandated by the residing monarch.

I thought the rule was underground farming. We can get plump helmets via plant picking which is what I'm going to do. Loophole abuse. Got to love it.

EDIT: I'm debating dismantling some of the many water reactors. They're framerate killers.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on June 07, 2016, 09:26:34 am

You should be able to disable the water reactors. They are only needed to refill or drain.

I think there should be lever-gear to disable each--but I was not fluent in the use of Notes for all the matching lever-link then.

Breadbowl is my first succession turn. :)

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: NCommander on June 07, 2016, 09:40:32 am

Quote from: Sanctume on June 07, 2016, 09:26:34 am

You should be able to disable the water reactors. They are only needed to refill or drain.

I think there should be lever-gear to disable each--but I was not fluent in the use of Notes for all the matching lever-link then.

Breadbowl is my first succession turn. :)

Finally found where our framerate is going. The drainage pump was installed incorrectly, and its letting a small amount of water leak out, causing the entire moat's liquid table to refresh every tick. I'm DFhacking in an obsidian plug until I can build to the leak and patch it "properly" in the name of getting the framerate back up to playable. I've had the fort running for over four hours in the background and got a month done.

That's not it. We're leaking a small amount of water from the moat every tick. I thought it was leaking into the ocean which is why I couldn't find it, but when I hacked in the obsidian, it still dropped. Experimenting to figure out what's wrong with the moat.

EDIT: Oh for the love of. It's evaporating. The right edge of the moat clips the scorching biome.

biome: 4 (region id=130, Terrifying, savagery 79, evilness 82)

Any water on the surface of a scortching biome immediately starts to evaporate even if its 7/7, which causes the moat to start draining, and causing flows every tick.

EDIT 2: Yup.

temperature1: 10059 U temperature2: 10059 U

The air is slightly higher than the evaporation point of water which is 10015 °U. Thus the water is disappearing, making the moat tank the framerate. I can either fix the biome so that doesn't happen, or we loose the moat.

EDIT 2: its also evaporating the ocean slowly. Yay for framerate suckers

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on June 07, 2016, 11:02:50 am

Will turning temperature off hinder things?

Well, unless we have a need for magma weapons now.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: DDDragoni on June 07, 2016, 11:26:36 am

Quote from: NCommander on June 07, 2016, 08:49:56 am

EDIT: Forgot to mention we got our first tavern setup.

I thought we were keeping it in 40.24?

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: NCommander on June 07, 2016, 12:23:57 pm

Quote from: DDDragoni on June 07, 2016, 11:26:36 am

I thought we were keeping it in 40.24?

Frig. I'll have to restart my turn if that's the case. I updated to 42.06 as its the last version with a stable DFhack. Can I get confirmation that an upgrade is a dealbreaker before I play more?

(also, what is/was the reason to not upgrade, aside from the usual bugs)

Quote from: Sanctume on June 07, 2016, 11:02:50 am

Will turning temperature off hinder things?

Well, unless we have a need for magma weapons now.

It can cause some weird things to happen, and it didn't help much when I tried, but there is so much water flowing on the map, its hard to tell.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on June 07, 2016, 12:34:46 pm

iirc, upgrading from  $40.x \rightarrow 42.x$  will have missing items like books, scrolls or ability to make books.

No animal man types visitors when upgrading from 40.x; and I think missing associated graphic tiles for those animal man professions?

And I think it would fix issues that makes world crashes when trees grow into constructions.

p.s. Illegal underground edibles were confiscated and resulted in the imprisonment and death by starvation by one of the overseer. ;D

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: NCommander on June 07, 2016, 12:37:03 pm

Quote from: Sanctume on June 07, 2016, 12:34:46 pm

iirc, upgrading from  $40.x \rightarrow 42.x$  will have missing items like books, scrolls or ability to make books.

No animal man types visitors when upgrading from 40.x; and I think missing associated graphic tiles for those animal man professions?

And I think it would fix issues that makes world crashes when trees grow into constructions.

p.s. Illegal underground edibles were confiscated and resulted in the imprisonment and death by starvation by one of the overseer. ;D

The game doesn't generate scholars or needs related to them as far as I can tell if you upgrade, Doomforests upgraded without too much issue.

I've been tempted to create a DFHack script to add the necessary stuff for bookcases and such. Its not THAT difficult, I just haven't found all the missing ones yet.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: TheFlame52 on June 07, 2016, 06:17:32 pm

I say no upgrade. 0.40 was buggy, but upgrading from 0.40 to 0.42 is even buggier.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Gwolfski on June 07, 2016, 06:47:01 pm

Quote from: TheFlame52 on June 07, 2016, 06:17:32 pm

I say no upgrade. 0.40 was buggy, but upgrading from 0.40 to 0.42 is even buggier.

Too late. Deal with it. Doomforests is 42.06 too.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: NCommander on June 08, 2016, 02:05:48 am

Quote from: Gwolfski on June 07, 2016, 06:47:01 pm

Quote from: TheFlame52 on June 07, 2016, 06:17:32 pm

I say no upgrade. 0.40 was buggy, but upgrading from 0.40 to 0.42 is even buggier.

Too late. Deal with it. Doomforests is 42.06 too.

I'm about two months into it, but I'm waiting to hear one way or another. I of course would rather not restart but I'll cave to the majority. If I don't hear a clear decision either way by the end of the day, I'll post the update I already have and keep going.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Gwolfski on June 08, 2016, 02:51:21 am

Also, I had more crashes with DFhack or vanilla 40.xx then in 42.06, in the same amount of time, so I think 42.06 is less buggy

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: NCommander on June 08, 2016, 11:33:44 am

So as a note to the crowd. While I am waiting for an answer, I put on ym DFhack hat, and was able to add the missing reactions and raw to a fort that can get taverns, libraries and the such fully operational. I've got the necessary reactions showing up in game, but its not quite working (crashes on unpause). If it can be done, it may be possible to upgrade the fort to add the whole necessary magic.

EDIT: and this is a test fort, not breadbowl

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: TheFlame52 on June 08, 2016, 02:32:54 pm

You can't get drunk in a 0.40 -> 0.42 fort unless you add the necessary syndrome to the alcohol template.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: NCommander on June 08, 2016, 02:45:40 pm

Quote from: TheFlame52 on June 08, 2016, 02:32:54 pm

You can't get drunk in a 0.40 -> 0.42 fort unless you add the necessary syndrome to the alcohol template.

(I'm using Doomforest as my test victim here)

Doable. I got paper and bookcases, and they stocked it with writing supplies made by slurry -> mashing. I also got quicklime ... sorta working. I think I goofed. They take the job, go the magma kiln in my test fort. I end up with a !!bag!! and a !!dwarf!!. Right now, I'm trying to figure out if the scholars need something else or an additional tag. No one I've appointed has gone to the library despite being stocked.

EDIT: Scholars don't seem to scholar. I suspect its due to a missing value on knowledge. Seeing if I can tinker it in, but if I can't, well that's that. Performers need worldgen entries. If I can work out the exact bits necessary it shouldn't be THAT hard to add them.

Success! I had to use the lever trick to get them into the library vs the tavern but I got working scholars in a 0.40.xx fort that was upgraded. One of them took "Ponder Reproductive Behavior". I'm curious if he'll actually write a book on it.

Performers might be more of a lost cause. As best I can tell, to create new forms, you need instruments. I can't figure out a way to retrofit that onto an older fort as of yet.

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Gwolfski on June 08, 2016, 04:06:51 pm

Add user defined instruments, just make sure they have the tags.. Could you give me the fixed doomforests yoke when you finish?

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: NCommander on June 08, 2016, 04:12:16 pm

Quote from: Gwolfski on June 08, 2016, 04:06:51 pm

Add user defined instruments, just make sure they have the tags.. Could you give me the fixed doomforests yoke when you finish?

What are the necessary tags? If you can give me an example, I can DFHack them into the world and see if I get a performer. That being said, without forms of poetry/etc, they might not work unless dwarfs can create their own from nothing.

I'll need your save after you're done with your turn to make the necessary changes. They're rather involved. I wrote smaller version for testing here which only makes pig tails paperable, since I haven't fixed all the other plants: http://www.bay12forums.com/smf/index.php?topic=158650.0

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Gwolfski on June 08, 2016, 04:26:35 pm

Check the wiki for instrument tokens.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: NCommander on June 08, 2016, 04:42:00 pm

Interesting. Guess it is possible. May look more at it tomorrow. That being said, I'm still not sure it will work right. I checked those who visited Doomforest, and they're all historical figures, so I don't think any would visit as bards or such. Guess it boils down to how much people like favor. I sent a PM toQuQuasar on the update situation. When I get a response, my turn continues.

(and sorry for derailing this thread)

EDIT: with the power of MAGIC, I've got instruments in the fort now. Doesn't appear that they perform, though I've never seen it work in my 0.42.xx forts either.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: NCommander on June 08, 2016, 04:50:22 pm

I got permission to update the fort. I'll look at modding in the stuff for libraries and such if people don't mind, but right now, I just want to play.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: NCommander on June 08, 2016, 07:32:28 pm

## Overseer's Log 244-10-17

===

Winter is upon us, and disaster strikes. Damnation. Three of our best solders dead ... let me backtrack, and begin again.

In our quest to find the most exotic meals in the world, we've begun exploration of the caverns in hopes of laying more cage traps and finding creatures no dwarf has ever eaten before



As a precaution, we installed hatchcovers in case we found something we couldn't deal with.

Our initial exploration yielded little of interest, and so a mining came through to expand the passageways and that's when it ambushed us!

```
The forgotten beast shoots out thick strands of webbing!

The forgotten beast misses the wrestler!

The forgotten beast strikes at the wrestler but the shot is blocked!

The wrestler strikes the forgotten beast in the right rear leg with his («-copper shield-»), bruising the muscle!

The forgotten beast attacks the wrestler but He jumps away!

The forgotten beast grabs the Axe Lord by the (-«-steel high boot-»-)
```





A webbing forgotten beat got our group by surprise. If it wasn't for a lucky strike by one a spearmaster, none of us would have gotten out of alive. Alexis, plus two others have been found dead as a result.

We've retreated to the surface for now and have sealed the cavern for the moment.

\_\_\_

I've calmed down, and I suppose as part of my duties, I should document what else has been going on.

### Stray Cave Crocodile Hatchling, & (Tame)

In the good news category, our domestication program of cave crocs has born fruit. One of the hatchlings has become tame. Once it reaches maturity, we'll be able to fully domesticate the species.

#### Stray Cave Crocodile Hatchling, & (Tame)

On the ocean capturing front, most of the retaining bridges are in place, and a drainage pump has been installed. Work will resume within a month I hope.

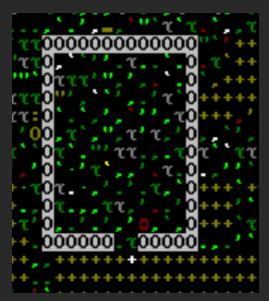
On the bad news front, our moat is evaporating



OOC: I'm playing with temperature off too to try and make the framerate be manageable. No difference :/

Worse, I can't drain the blasted thing. The drainage pump is not easily accessible, and the flood waters would interfere with our ocean project. At this point, I'm content to let the thing evaporate though it will likely take months to do so.

As our masons are now free from building the retaining bridges, I've started construction on a temple to help us honor our forgotten.



I've also decided to cut down most of our tree limit as negotiated by the duke as we can use the wood. Once we get within 10, I'll cancel all tree cutting until Spring when we can renew our limits with the elves.

Finally, a mandate was issued by the duke for battle axes. This was quickly accomplished.

Mandates: Export of battle axes Prohibited
Export of millstones Prohibited

Make battle axes (2/2)

Let us hope the rest of winter is calm.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on June 08, 2016, 09:45:52 pm

/salute Alexis, Female, Swordmaster (Gwolfski)

Title: Re: Breadbowl: a Succession Farm [40.24] Post by: Gwolfski on June 09, 2016, 02:34:33 am

Quote from: Sanctume on June 08, 2016, 09:45:52 pm /salute Alexis, Female, Swordmaster (Gwolfski)

Aye. Get a temple named after her if possible.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: QuQuasar on June 09, 2016, 03:09:48 pm

Quote from: NCommander on June 07, 2016, 09:16:45 am

Quote from: Sanctume on June 07, 2016, 09:10:55 am

If the mandate for that plump helmet roast is completed for the duke, we have jails waiting for those who defy the "no undeground edibles" as mandated by the residing monarch.

I thought the rule was underground farming. We can get plump helmets via plant picking which is what I'm going to do. Loophole abuse. Got to love it.

FYI: if the King finds out you've been polluting his delicious food with disgusting mushrooms that taste like rubbery vomit, pleading technicalities won't save you.

I recommend magma. Incinerate the evidence.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Gwolfski on June 09, 2016, 03:18:39 pm

I AM THE DUKE! YOU SHALL OBEY ME! WHO CARES ABOUT THE KING?! HE'S A CORRUPTED WEAKLING! I HAVE THE TRUE POWER! I HAVE U-Error-Meme failed to initialize

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Sanctume on June 09, 2016, 03:29:57 pm

Quote from: Gwolfski on June 09, 2016, 03:18:39 pm

I AM THE DUKE! YOU SHALL OBEY ME! WHO CARES ABOUT THE KING?!

Spoiler (click to show/hide)

Quote from: Sanctume on October 02, 2015, 12:13:51 pm

Chapter 1 (2 years later, late winter)

The duke of Breadbowl, Gwolfski Daggerdangles summoned me to his noble office. It took me some time to find it that it seems I spent the entire winter getting there. You see, there was this flood some time ago where legend says a dwarven baby forever swims and guards the well and surrounds the nobles' dwellings under the indoor lake that is three urists deep!

But that's just fancy talk. It was more a sandy tunnel then some wooden stairs. But that is deceiving from the outside, err rather, outside of the underneath. The duke's living arrangement is among the smooth stone layers of Breadbowl.

arrangement is among the smoot

"Ahem," coughed the duke.

My seductive touches and caresses on the exceptional engraving upon smoothed natural stones depicting goblins in a submissive gestures was interrupted to take note of the present.

"Hullo duke, ye have a nice room," I said thinking quickly to greet with compliments.

"I know right. Perks of nobility. You may have it someday if you want," he offered.

"No I don't want the nobility. A room down here would be nice. Not this one, it's full of water beyond the walls," I noted.

"Yes, I know," the duke says in a conspiratorial tone, "it's like a drowning chamber. All it needs is a lever, but I won't allow that."

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Gwolfski on June 09, 2016, 03:49:09 pm

Heheheh..... When is my turn?

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: TheFlame52 on June 09, 2016, 06:04:44 pm

Sometime after mine, which is next. I can't wait for my turn either.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 09, 2016, 08:05:24 pm

OOC: I played through the rest of the last turn and looped around to Spring. I'll begin my turn proper now

Overseers Log 01-01-245

Spring has arrived on the calendar.

Spring has arrived. The bird are singing. The smokeis rolling in.

A cloud of profane smoke has drifted nearby!



Ok, two out three ain't bad. Winter came and passed without incident. Dreging continues for the marine traps, but just enough water is getting in to make life annoying. A new solution will be found. As winter bore on, I drastically increased our honey making capabilities.



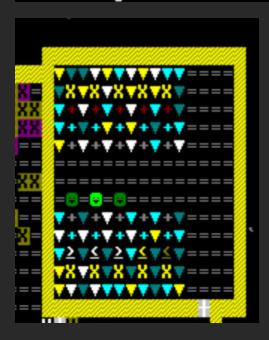
With luck, we'll soon have mead and royal jelly lining the stockroom.

# Lumber limits 2/123

We also met the Elven lumber limit with two to spare.

I also assigned the Watcher's an archery range to help them increase their skills. Already this has begun to pay dividends.

### Sazir Kogankälán has become a Elite Marksdwarf.



Aside from a gremlin, the caverns have remained quiet.



As such, I've reopened them to line them with cage traps, in the hope of catching jabberers or something similar.

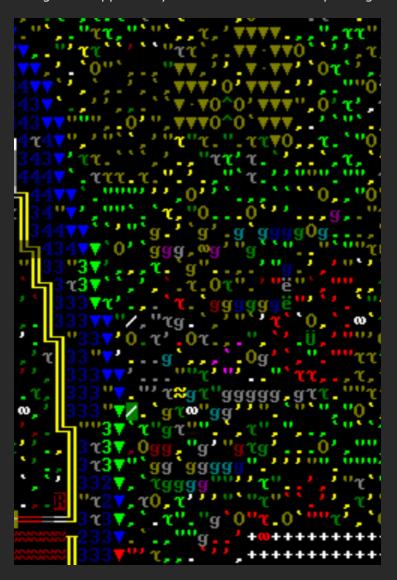
I don't think there is much that can go wrong

### 01-02-245

IT'S ALL GONE TO SHIT!

# A vile force of darkness has arrived!

The goblins appartantly decided we were monopolizing the bees and decided to invade. WHERE WAS THAT SMOKE WHEN I NEEDED YOU!



And they brought company.

| Citizens (184) Pets/Livestock (181) Others (87) Dead/Missing (1347)         |                    |
|-----------------------------------------------------------------------------|--------------------|
| Kutsmob Remzuzolak, Goblin Swordsman                                        | Invader            |
| Smunstu Ostrasmosnun, Goblin Axeman<br>Em Ruspzuzsnamoz, Goblin Bowman      | Invader<br>Invader |
| Olngö Urarugok, Goblin Swordsman                                            |                    |
| Osnun ûsbugâxu, Goblin Crossbowman                                          |                    |
| Estrur Taxasmstrodno, Goblin Hammerman<br>Azstrog Susnûslaxu, Goblin Axeman |                    |
| Osta Slurosnang, Goblin Swordsman                                           |                    |
| Ber Xuststustâsost, Goblin Pikeman                                          |                    |
| Olngö Slaxuaspung, Goblin Hammerman                                         |                    |
| Song Ostaunu, Goblin Maceman                                                |                    |
| Nako Ospgunako, Goblin Lasher<br>Damsto Omospgobum, Goblin Hammerman        |                    |
| Damsto Omospgobum, Goblin Hammerman<br>Ago Goxamxu, Goblin Pikeman          |                    |
| Osnun Osmöspnerom, Goblin Pikeman                                           |                    |
| Ngebzo Snangraslost, Goblin Spearman                                        |                    |
| Ngokang Snodubmuspbo, Goblin Lasher                                         |                    |
| Xuspgas Olngöxôslo, Goblin Hammerman                                        |                    |
| Amxu Smunstugusno, Goblin Swordsman<br>Bosa Unuamxu, Goblin Hammerman       |                    |
| Ngokang Snodubsnumnö, Goblin Lasher                                         |                    |
| Nguslu Uxuaslot, Goblin Crossbowman                                         |                    |
|                                                                             |                    |
| Ngerxung Ngomenu, Goblin Swordsman                                          |                    |
| Zolak Zolakkangsu, Goblin Swordsman                                         |                    |
| Hgo Stasostremzu, Goblin Maceman<br>Utes Otutstosbûb, Goblin Swordsman      |                    |
| Mata Mahdauksas Cahlin Masaman                                              |                    |
| Båx Slaxudûnguk, Goblin Bowman                                              |                    |
| Olngö Ngomörä, Goblin Pikeman                                               |                    |
| Strodno Snoduburog, Goblin Maceman                                          |                    |
| Atu Båxstosbûb, Goblin Swordsman                                            |                    |
| Nako Ozosmurar, Goblin Maceman                                              |                    |
| Nguslu Zolakosplu, Goblin Crossbowman<br>Nguslu Xasnosem, Goblin Spearman   |                    |
| Em Smusatsnodub, Goblin Pikeman                                             |                    |
| Ngebzo Dubabåx, Goblin Lasher                                               |                    |
| Zolak Gozrumösmlo, Goblin Hammerman                                         |                    |
| Snamoz Smunstuxubngesp, Goblin Swordsman                                    |                    |
| Ngebzo Dangûmu, Goblin Crossbowman                                          |                    |
| Snang Ngebzobossu, Goblin Pikeman<br>Osnun Uksososlem, Goblin Axeman        | Invader            |
| Osnun Uksososlem, Goblin Axeman<br>Xuspgas Utesax, Goblin Bowman            |                    |
| Bosa Ogursaslu, Goblin Axeman                                               |                    |
|                                                                             |                    |
| Xuspgas Slaxuado, Goblin Spearman                                           | Invader            |
| Atir Admesm, Human Bowman                                                   | Invader            |
| Amxu Nguslukudo, Elf Bowman                                                 |                    |
| Olngo Bosaulut, Elf Recruit                                                 |                    |
| Nguslu Zolakzosbag, Goblin Recruit                                          |                    |
| Snodub Båxospgu, Goblin Recruit                                             |                    |
| Nako Ngosostosbûb, Goblin Recruit                                           |                    |
| Bax Baxuspslol, Goblin Recruit                                              |                    |
| Em Assmourar, Goblin Recruit                                                |                    |
| Amxu Ngomsletbu, Goblin Recruit<br>Zolak Asugozru, Goblin Crossbowman       | Invader            |
| Zolak Snospubåx, Goblin Recruit                                             |                    |
| Em Dostngospur, Goblin Recruit                                              |                    |
| Bosa Ungnôzolak, Goblin Recruit                                             |                    |
| Alam Annilosati Callin Danila                                               |                    |
| Olngo Amxulustu, Goblin Recruit                                             |                    |

Fortunately, Breadbowl was designed with a defense mechanism in mind to help lure goblins into our barrack to prevent them from becoming a true problem. After consulting the Fortress Operating Manual, I had the apropiarte levers pulled, and waited.

## Pull the Lever

And waited.

Why are the goblins going south ...

\$#!@

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#### 01-03-245

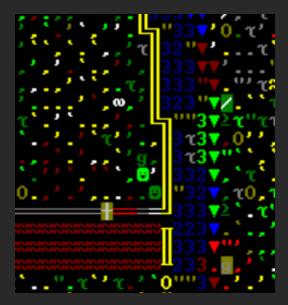
Today I learned why you don't let axedwarfs design your marine life catcher. A hole had been knocked in one of the retaining walls to allow the marine trench to be built. Unfortunately, it wasn't properly rebuilt due to incompatible on yours truly.

Realizing my folly, I order the watchers up to the overlook, and rally the squad to intercept the goblins near the moat drain.



Bolts quickly go flying back and forth, right up until one of the goblins climbs up the tree, jumps over the fortifications, and lands in one of the animal pens.

With the Shafts of Fortifying out of position, and nothing stopping a goblin from having clean line of site on most of our civilian population, the watchers charge after him.



Japa goes to engage, but quickly gets bolted to the wall.

```
The Watcher looks sick!
The Watcher loses hold of the Quartzite Block Fortification.
The Watcher stands up.
The Watcher vomits.
The Watcher retches.
Kogan 'Japa' Athelgatin, Watcher: Death... This cannot horrify me.
Kogan 'Japa' Athelgatin, Watcher: Death is all around us. This cannot horrify me.
Kogan 'Japa' Athelgatin, Watcher: Death is all around us. This cannot
horrify me.
The Watcher vomits.
Kogan 'Japa' Athelgatin, Watcher: Death... This cannot horrify me.
The Watcher retche
Kogan 'Japa' Athelgatin, Watcher: Death... This cannot horrify me.
The Watcher retches.
Kogan 'Japa' Athelgatin, Watcher: Death... This cannot horrify me.
The Watcher vomits.
The Watcher retches.
The flying ((copper bolt)) strikes the Watcher in the right lower l
tearing the muscle and bruising the bone through the x(warthog leat
A ligament has been to A ligament has been to The Watcher falls over. The flying ((iron bolt)) strike the flying and tearing the guts
  ligament has been torn and a tendon has been torn!
The Watcher looks even more sick!
The Watcher gives in to pain.
The Watcher vomits.
The Watcher retches.
The Watcher retches.
The ((iron bolt)) has lodged firmly in the wound!
The ((iron bolt)) has lodged firmly in the wound!
The Watcher vomits.
```

However, Japa gave an opening, and an unknown dwarf scored a direct headshot and put the errant goblin down. Meanwhile, LordBrassroast has taken total leave of his senses, and ran right into the field of goblins. I thought I heard him shout "LEEROY JENKINS!" right before he ran over the hill.

```
is fighting!
```

I suppose the amazing thing is he didn't immediately die despite every goblin opening fire on him at once.

Seeing their chances for glory, Imic charges in after him.

```
Datan `Imic' Giginfath, Wild Thing has entered a martial trance!
Imush Kolurrith, Planter has been found dead.
As `Browedeyesfairy' Menguling, Watcher has entered a martial trance!
```

As the Watchers give them cover fire, I order the rest of the military in. It's now or never folks.

```
Imush Kolurrith, Planter has been found dead.

As 'Browedeyesfairy' Menguling, Watcher has entered a martial trance! Stray Giant Olm (+Trained+) has given birth to twins.

Datan 'Imic' Giginfath, Wild Thing has been found dead.

Oddom 'Pyro' Regmörul, Watcher has entered a martial trance!

Udil Likottatlosh, Watcher has entered a martial trance!

As 'Browedeyesfairy' Menguling, Watcher has been found dead.

Stray Giant Olm (-Trained-) has given birth to triplets.

Rakust Isakdodók has created a masterpiece *copper bolts [25]*!

Stray Giant Olm (+Trained+) has given birth to triplets.

Iteb Dakonmonom has created a masterpiece *pine jug*!

Ushat Erarmistêm, Watcher has been found dead.
```

#### 01-05-2015

In the end, we won. Five are dead. A planter who was in the wrong place at the wrong time, Imic, Brownedeyedfairy, and LordBrassroast are dead, as well as another watcher who's name I'm unaware of. I will have them interned in the temple as heroes.

My attention now turns towards fortifying our military, finishing the marine ditch, and the year ahead.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: TheFlame52 on June 09, 2016, 08:47:16 pm

Quote from: NCommander on June 09, 2016, 08:05:24 pm

However, Japa gave an opening, and an unknown dwarf scored a direct headshot and put the errant goblin down. Meanwhile, LordBrassroast has taken total leave of his senses, and ran right into the field of goblins. I thought I heard him shout "LEEROY JENKINS!" right before he ran over the hill.

Spoiler (click to show/hide)

Oh my god he just ran in.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 09, 2016, 08:59:26 pm

Quote from: TheFlame52 on June 09, 2016, 06:04:44 pm

Sometime after mine, which is next. I can't wait for my turn either.

I'm (usually) pretty quick at turning my turns. I already played through five months in about two days RL (not counting the upgrade debate). I have one major thing I want to really do then I'll be happy.

That being said, today was long and tiring, and tomorrow is looking like it will be too. (I actuallyed played this bit this morning, but couldn't be bothered to write the update until I got home. This covers pretty much all of winter in an update)

EDIT: Second note, I haven't edited the raws or anything to make the DF 42.06 features fully usable. I'm not convinced I've got the bugs out of the upgrades yet. I may not find time to do this before I finish my fort.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Sanctume on June 09, 2016, 09:53:24 pm

I'm sadden and full of guilt at the demise of The Wild Child, Imic. All those times among the profane smoke, The Wild Child's nightmares are finally over.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 10, 2016, 09:51:49 am

Quote from: Sanctume on June 09, 2016, 09:53:24 pm

I'm sadden and full of guilt at the demise of The Wild Child, Imic. All those times among the profane smoke, The Wild Child's nightmares are finally over.

If its any consolation, my avatar bit the dust before he made it to the hospital (he died in route). Fortunately, it turns out I cleared the siege quickly enough that the elven caravan and diplomat actually made it onto the map. The downside is it turns out I screwed up the production orders, and our outbound harvests are pathetic for spring. On the upside, I found we weren't using fertizer, so our future harvests will get stupidly big (you can feed 200 dwarves with a 3x3 farm plot with a legendary grower and potash. You end up with 2000+ prepared meal stacks, and 50-70+ booze stacks).

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 10, 2016, 10:12:23 am

I won't be able to write an update until tonight, but here's a summary:

A dragon showed up. I'm trying to catch it. Most of the fort is on fire.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Sanctume on June 10, 2016, 11:41:46 am

I think our bottleneck is food containers, are the glass pots in full magma production?

From the last bean counting estimates, we need like 60k per year to feed the entire civ, that's why we modestly up the mandate to around 6k as a goal.

Ooooh, so that dragon is no longer asleep. No longer the "Silent Hill" then

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Gwolfski on June 10, 2016, 11:43:21 am

Quote from: Sanctume on June 10, 2016, 11:41:46 am

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Ooooh, so that dragon is no longer asleep. No longer the "Silent Hill" then

Totally ignoring the fact that everybody is about to !!DIE!!

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 10, 2016, 12:26:26 pm

Quote from: Sanctume on June 10, 2016, 11:41:46 am

I think our bottleneck is food containers, are the glass pots in full magma production?

From the last bean counting estimates, we need like 60k per year to feed the entire civ, that's why we modestly up the mandate to around 6k as a goal.

Ooooh, so that dragon is no longer asleep. No longer the "Silent Hill" then

Yeah, lack of pots is basically what happened. We have a ton at the bottom of the moat where the caravan sank, and they're showing up on the stocks screen which confused the heck out of me. Since the moat is (slowly) evaporating, I should be able to retrieve them by summer and properly ship them out. Right now, I'm in full production mode towards metal to get more of the fort armored up. Given I've just been FBed, seiged, and then dragoned, I'm honestly expecting the game to go all out, and have the humans suddenly declare war. This is karma for getting slightly bored over winter.

Anway, on pots. The fort ran out due to all them being traded, and all the brew jobs auto-canceled which I didn't notice. For production, the trick is to make the stacks as large as possible. Normally, fertilizer is kinda a pain to use unless you use workflow to make it on the fly, or have 0.43 which basically has workflow built in, but it has an exponential effect.

Basically, in a nutshell, a single pot can hold one stack of booze or a stack of food. When you farm, fertilizer makes it that you always get at least two plants, and up to five per tile. When a grower harvests, it appears to add a multiplier on that based on skill. So, if you use fertilizer, then a legendary grower pulls the plant, you can get plant[20]. When that plant is brewed, the entire stack is multipled by five, and put into a single barrel, aka you get booze[100]. If plants have to be processed, i.e., milled and such, I think they also get multiplied if the reaction normally does it. i.e. query leaves -> bush will get you a stupid amount of plants.

For lavish meals, you get all the stacks added together. If you combine the above with allowing booze to be cooked, you're stacks will be stupid large. Unfortunately for us, Dwarvish cooking doesn't like to use non-solid ingrendents which makes this harder than it should be. http://www.bay12games.com/dwarves/mantisbt/view.php?id=2393. Worse, cooking uses LIFO to determine what gets cooked, so basically, if you just harvested a bunch of rice, you get rice/rice/rice roasts.

For pot production, I've been going with wood, but glass actually makes more sense (I usually use clay as its less fiddly than glass though). I figure as long as it actually gets exported, it doesn't matter THAT much if the elves or humans take it. Though given the basis of the fort, maybe we should remove the wood tag from the elves so we can offload it on them.

Worse however, I've noticed we've run out of seeds for a bunch of types of plants. I changed the fields to plant stuff we do have, but its irritating. I think we hit the fort seed cap, and its causing older seeds to vanish.

Incidentally, I did actually manage to catch the dragon and its female via heavy use of "EVERYONE IS A MECHANIC", and "BUILD ALL THE CAGE TRAPS NOW!". I don't expect us to get lucky enough to catch a male, but we might be able to add dragon eggs to the cooking ingredients. No !!dwarfs!! We lost a good part of our breeding stock since it rampaged through the pens before I finally got it in a cage. I haven't done the full accounting on what we lost beside all the hives in the fortress (which bought the time necessary to get it caged).

I'm debating what to do with it. Taming it is obvious, but I want to make sure it doesn't get butchered. It's only ~250 years old so its kinda small for one. If I can find a dwarf with a preference for dragons, I can get it adopted, but then I can't put it on a restraint. Though given its a BUILDINGDESTROYER:2, it might wreck whatever restraint I put it on. Megabeasts detame **fast**. The plus side to this is since animal trainers will always be taming it, we'll hit expert on knowledge of dragons relatively quickly, and get a legendary animal trainer or two.

If I make it a work animal (dragons can be war/hunt trained), and assign it, I believe I have the same problem. I know you can pen/pasture pets, but I don't know if they'll leave to find their owners, and the last thing we need is the dragon going off in the booze stockpile, plus once you tame it, they become TRAPAVOID due to an unrelated bug\*.

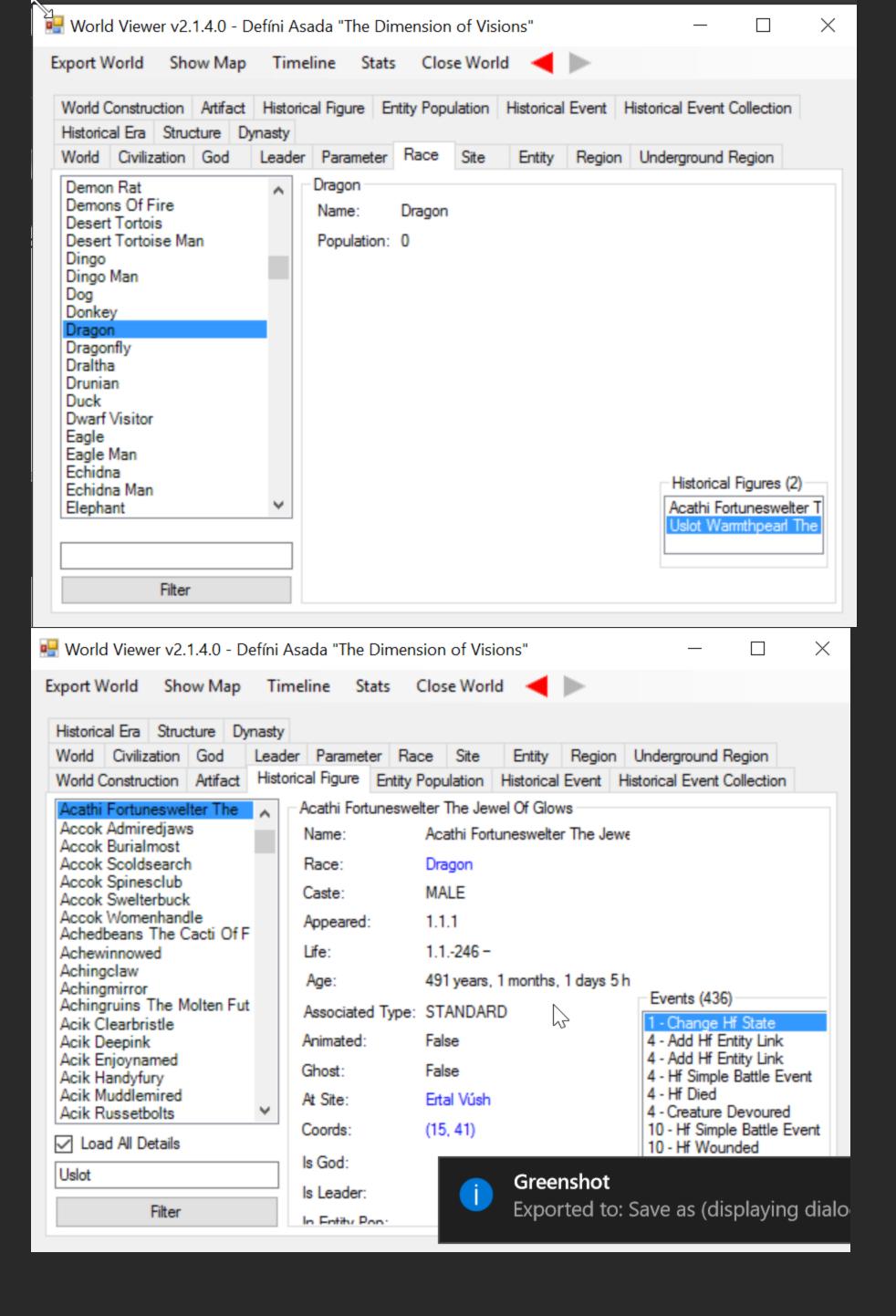
I'm open to ideas here.

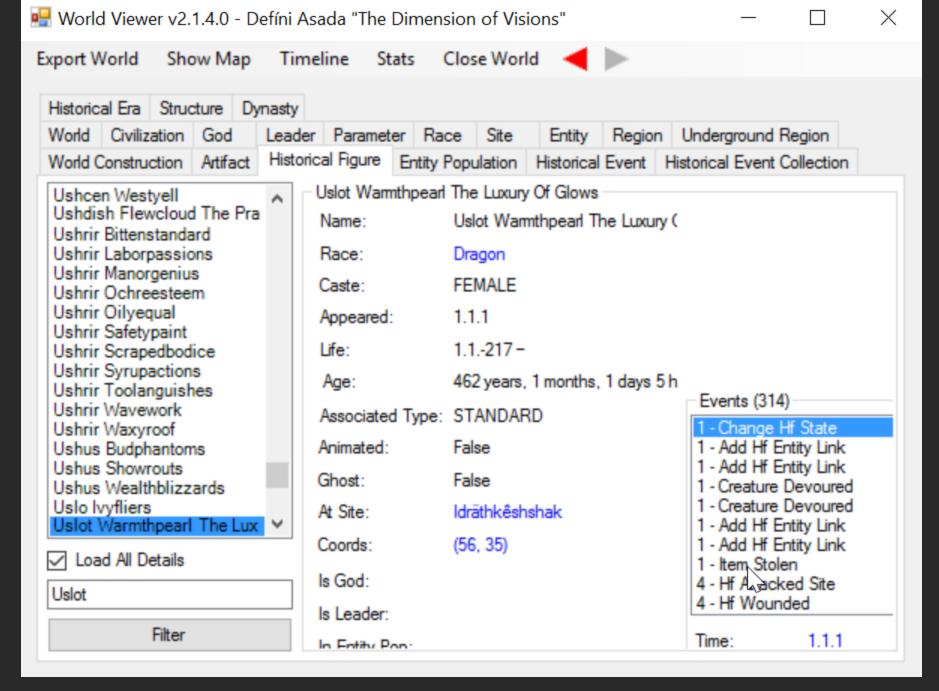
\* - the problem is they become part of the civ when they're tamed, but when they go wild, they remain part of the civ. You can fix it by clearing out the civ\_id which makes them trappable again.

**EDIT:** I'm checking Legends now, but I don't think this is the same dragon people are thinking about. That was a male dragon. This one is female. There might still be another male dragon near Breadbowl. Breeding program anyone?

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 10, 2016, 12:50:59 pm

Confirmed. There are two dragons, one male and one female, **both** near Breadbowl. We've got one. If the other shows up, we can have a dragon breeding program.





EDIT: I'm concerned that this dragon might be an enemy of our civ. If I tame her, it might be the loyality cascade bug. I can try it and DFhack the historial entities to make her work right. I'm pausing for feedback on what to do.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: TheFlame52 on June 10, 2016, 01:05:06 pm

You're a DFhack wizard, so if you can make it no longer an enemy of our civ, that would be amazing. Also, don't war train it or assign it or make it available, that could cause problems if it detames. If you chain it, it won't destroy the chain as long as it's tamed. Don't let any visitors see it, they'll try to kill it.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 10, 2016, 01:43:39 pm

Quote from: TheFlame52 on June 10, 2016, 01:05:06 pm

You're a DFhack wizard, so if you can make it no longer an enemy of our civ, that would be amazing. Also, don't war train it or assign it or make it available, that could cause problems if it detames. If you chain it, it won't destroy the chain as long as it's tamed. Don't let any visitors see it, they'll try to kill it.

When I got lunch, I thought about this. Actually, the reason you can restrain them is because BUIDLINGDESTROYERs can't destroy anything that they're directly next to, and they have to be next to something for a bit to actually wreck them. I think this quirk exists explicately so you can chain up dragons and other building destroyers.

As for the letting guests see it, that's an extension of the pre-existing loyalty cascade bug you get with historical figures. Basically, the game has two separate checks to see if something is hostile or not. It first checks a unit's flags if they're undead, etc, and if so, they show up as invader/opposed to life/etc.

Secondly, it checks if civ\_id == your civ. If so, the unit is considered friendly. If its a merchant, it will path off the map. If a unit is intelligent, and its group\_id matches your group\_id, then its considered a part of your fortress. Merchants and guards are always passive as far as I can tell.

Loyalty cascades come from Toady overthinking it, and historical entities. Basically, the game checks the group to determine who gets orders on your map, not the civ. At all times, it also keeps track of who is an enemy of who. If you attack your own units, you become an enemy of your civilization, but not your group. Anything that attacks a group then becomes an enemy of that group and possibly the civ.

The "tame mount" bug happens because of possible two things:

- they're both a member of their original civ, your civ, and your group. Basically, because the former link exists, they remain hostile. I believe this is the most common problem.
- There is garbage in the enemy struct which is basically a cache of the above which never gets zeroed out. This is what I suspect caused the old "if it ever tasted dwarven blood" glitch back in 40d.

You can fix it by manipulating the historical links to a unit, and zeroing out the anon{7/8/9} members of the structure so they become neutral to everyone.

That being said, I haven't thoroughly scienced the above so the details are fuzzy, but this is how I got the goblin prime minster to work in Doomforests (in his case, I had to add the group/civ by hand; taming should automatically do that for me). I'm also not completely sure that this is broken; I thought someone had successfully bread dragons in post-DF2010 (when everything and their mother became a historical figure, and caused all the above).

EDIT: So I dug deeper into her structures. Her enemy struct is blanked out since she never tasted dwarven blood, so theoretically, taming and releasing her would mean she would be non-hostile to the fort. That being said, she's an enemy of "The Old Nets". The wiki suggests that since tame animals never attack their own civ, she's probably safe to tame without DFhacking unless anyone has experience with taming megabeasts/historical figures.

I dunno if the historical figure tags weigh in heavily. The Flame 52's comment suggests it does. I know they're ignored for your own fort, but guests might start a fight.

EDIT 2: She's an enemy of basically \*everyone\*. The enemy groups in legends mode goes on for at least five pages. I'm going to work on the writeup while people debate what we should do.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 10, 2016, 02:26:44 pm

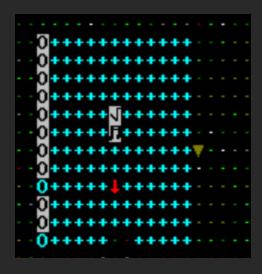
OOC: This is going to have to be split into two updates

Interim Overseer's Log 01-17-245

Sibrek Inodidash reporting in. As "NCommander"'s second in command, I'm filling in for him after his untimely demise after succumbing to injuries.

n elven caravan from Lenicameia nas arriveu. Thob 'NCommander' Lòrstelid, Axe Lord has been missing for a week.

Most of our forces are well battered after this latest seige with the goblins. Defense of Breadbowl is at the point where we must expand the military or die trying. I've decided to have a barrack installed ontop of the temple (where our honored dead are being laid), and begun a recruiting drive to refill the ranks.



I've resurrected the captain of the guard position and assigned Cilob to lead it for now, turning it from a marksdwarf squad to a meele squad to component us.

captain of the guard Cilob Sazirkol, captain of the [REQUIRE][DEMAND][MANDATE]

As we were quick to clear out the seige, the elves managed to get through

A elven diplomat from Lenicamela has arrived.

Unfortunately, we realized at this time that not only did we have little in terms of booze to trade, we had little at all.

Unrotten DRINK\_MAT-producing plants DRINK\_MAT Drinks [5]
Empty food storage item SEED\_MAT Seeds
Drink 36

None the less, we shipped off as many roasts as we could, and the duke had me sit in while he attended the meeting with the elvish diplomat

Athe Nawaracani: Greetings from the woodlands. We have much to discuss.

We gives are partial in particular to the trees in the forests surrounding your lands. Although we are loath to spare a single branch to your senseless slaughter, we are willing to ask that you cap your tree-fells at one hundred until we next meet. I will try to return next year as I am able.

Stakud 'Gwolfski' Uristirtir:

- a We can grant this request. Let's discuss the specifics, though...
- b We cannot stop production just because of your quaint sensibilities.

We can part with at most 110 trees, butcher.

Stakud 'Gwolfski' Uristirtir:

a - We can abide by this. Let us work toward mutual co-existence.

b - Our needs exceed your allowances. Relax. They're only trees.

He brought us news from the elves war with the goblins:

The latest news from Oakobeys is that several years ago the site was conquered by The Kingdoms of Color.

Which seems rather dated news, but I don't understand how the duke can stand to be in the same room with them calling us a butcher. After he concluded his business with us, he went to the tavern.

Athe Nawaracani, diplomat

Diplomat / Socialize

---

I checked in Bearskie, the broker to check on our exports/imports.

prepared meals 1091 365

A disappointing low amount of food to send out with. We must be more careful and ramp up our production.

He was able to get a new animal for us though ... I question his sanity

```
Stray Giant Tick (Tame)
```

(Caged)

and bought a load of toys for the children.

## Play with («-grown papaya wood toy boat-»)

I suppose they're nice enough.

I've been told the leader of the Neighborhood Watch however has taken the recent losses rather hard ...

Kogan Egathunib, militia captain

Meditate on Suicide

I will have to speak with Kogan as soon as I get a chance.

Looking deeper into our production issues, I found that we have not been using fertizier with our fields. This has been fixed as we already had produced a good number of potash bars last year.

```
f: Cancel Fert
s: Seas Fert (Y)
```

```
Item (count)
potash (119)
potash
```

A review of the justice system notes we're well below the number of cells for a population of this size.

Cages&Chains: 2 of 17

I've ordered the jail to be enlarged as a result and old crimes punished a few at a time. Justice will come to Breadbowl.

```
<mark>Disorderly Conduct</mark>
Mosus 'Angus' Dalkamkol äkilizeg
Zaneg Astelducim, Lye Maker, Dece
```

Medtob Stizashèrith, Herbalist 10 witnesses Tekkud 'Bearskie' Adagbomrek, broker No witnesses

### Chain Medtob Stizashèrith, Herbalist



The duke was very displeased on our pitiful exports, and immediately ordered us to increase our production facilities, an order I immediately relayed to the manager.

`GwolfskFPS: 65 (34) 'Gwolfski' Daggerdangles". Owned Objects: 42 Opulent Throne Room Holdings: Needs: Opulent Throne Room Needs: Grand Bedroom Grand Bedroom Needs: Grand Dining Room Needs: Grand Mausoleum Needs: 5 Chests Needs: 3 Cabinets Grand Dining Room Grand Mausoleum 7 Chests 3 Cabinets Needs: 3 Weapon Racks 3 Weapon Racks 3 Armor Stands Needs: 3 Armor Stands Export of millstones Prohibited Export of battle axes Prohibited Mandates: Make millstones (3/3)

Finally, a deeper survey of the surronding rocks in the caverns have revealed the existence of a second aquifer deeper than the one in the soil levels. While NCommander's plan to build marine trenches is a solid one for increasing diversity, the ability to drain the ocean would drastically increase our ability to get work done towards. As such, I've had a miner start digging towards the ocean bed to create a "drain".



As I close this entry in the log, there appears to be some sort of celebration outside. I can see smoke from the windows ...

The Dragon Uslot Obrazobasp Slusa Sad has come! A gigantic reptilian creature. It is magical and can breathe fire. These monsters can live for thousands of years.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 10, 2016, 02:55:55 pm

### Interim Overseer's Log, Continued

\_\_\_

Celebration my ass. Gwolfski was sitting next to me in the noble's tower as the beast moved into view. I was about to order the military into action when he put his hand my shoulder!

"Take it alive!"

I blinked. "Alive?"

"Yes, you see! Think about the possibilities. Dragonfire is the ulitmate cooking aid. We could make an entire roast in a second. Or even make roasted strawberries. Mmmmm ..."

... I must admit, the duke scares and confuses me. Mostly confuses me though. That being said, I saw the point. I've heard legends of dragons being trainable, so I ordered the bridges raised in hope to force the beast to move somewhere where we might be able to cage it. Unfortunately for us, the order came too late ...



#### Damnation!

Most of our city is built out of wood, and there is no way to seal the underground from the surface. A firefight would devistate Breadbowl if we're lucky. If we're not, the entire place could burn to the ground. Fortunately, the simple minded beast got distracted by the hives.



I quickly ordered everyone to stop what they're doing, grab whatever mechanisms and cages you could, and follow me. If the beast released its terrible dragonfire, we'd have a !!fort!!.

use of burrowing. Several were placed near the entrance to the housing complex, another near the pens and others near the trade depot, though I could see no possibility of this ending well. One of the dwarves near me as we lay our lines couldn't stop thinking about death.

#### Meditate on Death!

Then of course, more complications.

### Some migrants have arrived.

You guys have the worse timing. They were for the moment trapped outside as the fort was sealed seconds after the dragon crossed into Breadbowl.

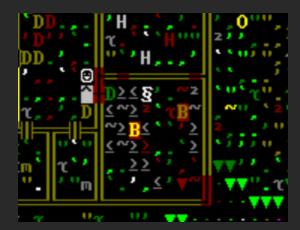
The smell of bacon told us, the beast found a rent in one of the pens. Several gysers of flame shot up letting us know that the sow pen had been invaded.



```
s: Search
!!Kstray wild boar left rear hoof}!!
!!Kstray wild boar right front leg}!!
!!Kstray wild boar mangled mutilated corpse}!!
Ashes
```



As the dragon munched on the sows, a fresh team of volunteers started laying cage traps outside the pen, working quietly to try and avoid raising the beasts awareness.



Just as the mechanisms went in place, we began to hear thumping at the door. The beast could smell us, and its feast of pigs was not enough to sate it. We finished loading the traps when.



The mighty dragon blew fire at us and lunged right into a cage trap.

Uslot Obrazobasp Slusa Sad, Dragon

Caged Guest

Uslot Obrazobasp Slusa Sad, Dragon, P

Not Tame

Success!

---

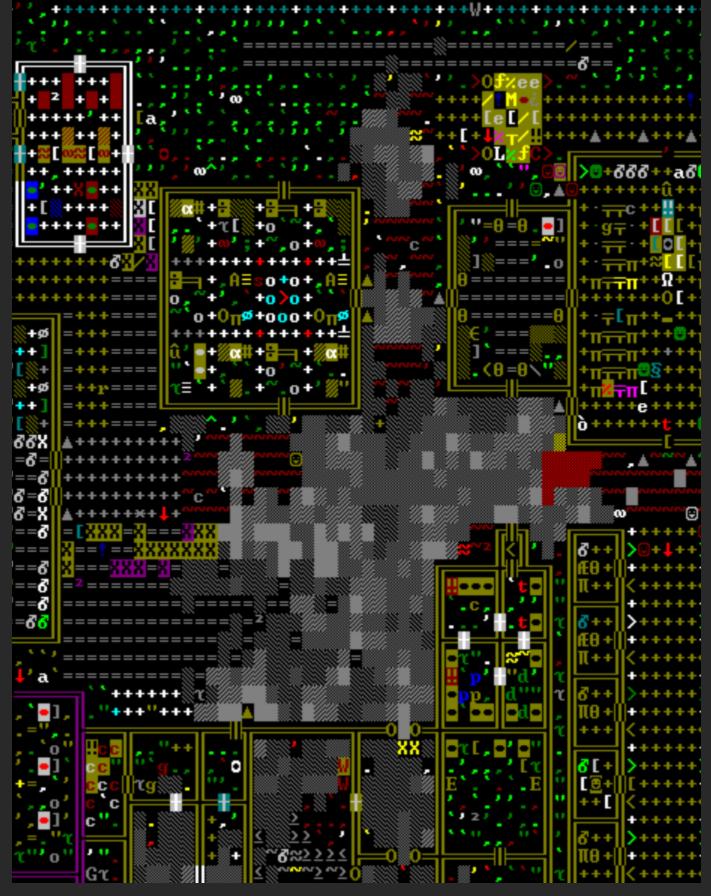
Maybe ... just noticed the cage is next to a fire, and made of wood. It depends how quickly it can be hauled away.

EDIT: Realized I had temperature disabled. I turned it back on, the cage burned up, and the dragon is loose again.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 10, 2016, 03:24:17 pm

The roads of Breadbowl are on fire. The fire burns one down, spreads to the next, and it continues. I now have !!dwarfs!!

EDIT: The trade depot ignited and exploded. The cage traps melted. The military can't get close. Everything is !!fire!!



^\_ Here's a summary

EDIT 2: The military can't even get close. All the smoke and flames cause !!dwarfs!! I've already lost two military dwarfs, the legendary armorsmith, and the mayor. I can't get to the lever control room, or even see a way to put the flames out unless it rains. Everyone is heading for the caverns; the only part of the fort I can seal without the levers due to hatches.

EDIT 3: the duke is dead, the watchers are mostly dead. All burns ...

EDIT 4: The heat ignited the apartments one level up. The stairwells are on fire too.

# Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Sanctume on June 10, 2016, 03:41:11 pm

!!wow!! I knew I should have engineered a way to flood inner Breadbowl when I made that Triple-Double pump stack for filling and draining the moat.

But that !!boar!! bacon, such a discovery. We should get the cooks to add that in every lavish meals.

# Title: Re: Breadbowl: a Succession Farm [42.06] Post by: TheFlame52 on June 10, 2016, 03:53:29 pm

FUCK WHY IS EVERYTHING MADE OF WOOD

This is why I like glass cages. THEY DON'T BURN.

# Title: Re: Breadbowl: a Succession Farm [42.06] Post by: NCommander on June 10, 2016, 03:55:15 pm

The dragon has been slain (some civilians trapped with them had an axe and got lucky. Was still hoping to catch it, but whatever), but Breadbowl continues to burn. I've ordered all underground with the hope the flames will eventually dose themselves.

(I do have a save from before I burnt the fort down, but this is funnier/more awesome so unless peoplpe think I should savescum, I'm keeping this inferno)

EDIT: yeah, the surface is completely uninhabitable, and the heat is starting fires a few z-levels up. I think most of the fort population is OK, but I'm going to have to let it this burn itself out. 0/2 on cavarens escaping. I think we have !!elfs!!, I can't see through all the smoke.

EDIT 3: The forges are now !!forges!!

Quote from: TheFlame52 on June 10, 2016, 03:53:29 pm

FUCK WHY IS EVERYTHING MADE OF WOOD

This is why I like glass cages. THEY DON'T BURN.

EDIT 2: WOn't have helped stopped the dragon inferno. Dragonfire can melt almost anything in the game and unless it cools very fast, even candy cages would have melted. It can be blocked with any shields oddly though.

Over 50 dwarfs are dead.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Sanctume on June 10, 2016, 04:10:29 pm

Quote from: TheFlame52 on June 10, 2016, 03:53:29 pm

FUCK WHY IS EVERYTHING MADE OF WOOD

This is why I like glass cages. THEY DON'T BURN.

Convenience and circumstances.

We're in a heavy forested biomes.

Aquifer slowed the stone industry, and Early flooding.

Focus was on food production export which is why we have less than 20 military even at the peak of 140 pop, and goblins were sending sieges 2x a year which is not bad for a v42.

Clear Glass Blocks production using wood fuel took priority to make farm plots z-1 instead of on the surface.

Our walls are made of stone blocks.

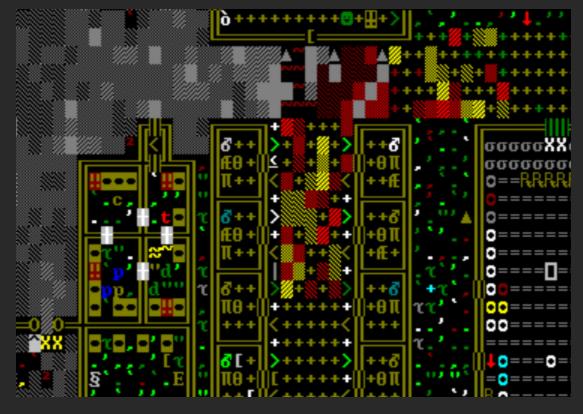
It's only been a few years when we got some handful of magma brought on the surface, and those were used to make glass pots as well as magma forges.

So Dragonfire (I've never encountered before) will burn constructed walls even if they are magma-indestructible?

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 10, 2016, 04:13:35 pm

Constructed walls will survive anything short of a cave-in. A fair number of workshops are also fire safe. The worst of the flames are going out as they run out of things to burn, or are no longer hot enough to ignite things. As far as I can tell, no lignite bins got hit which would have been very bad.

So basically, the walls and some workshops are only thing still standing. However, dragonfire is hot enough that it can burn \*through\* walls which is how all the fires got started. Basically, the temp go so hot the grass on the far side of the wall ignited. Then the door ignited and well ... the fort continues to burn.



But some sections have been spared. The tavern has been OK, and shockingly, the fire went around the hippies. They're trapped in the depot, but they're not !!elfs!!. Some of it is spreading down the hill however and towards the ocean.

EDIT: The bauxite road is acting as a fire break. At least that section of the fort is OK if the flames don't come back.

EDIT 2: Spoke too soon, a couple of trees just went up which are now starting new fires.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Gwolfski on June 10, 2016, 04:23:38 pm

Damn you. Find me a good mechanic dwarf and I am to become the duke again!

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Sanctume on June 10, 2016, 04:31:58 pm

Do burnt trees count against the Elf treaty?

also it's "The Hill of Death" not Silent Hill as I posted earlier.

A pick was not in the embark, so no digging was initially done until the first autumn caravan came.

Spoiler (click to show/hide)

Quote from: QuQuasar on August 14, 2015, 03:22:47 am

I think I found a good embark site:



3 biomes providing a variety of wildlife, a rainforest for more wood than we could possibly use, an aquifer for fresh water, a coastline whose rocky shore extends below the aquifer (both keeping the aquifer fresh and allowing us access to below), all neighbors except a Tower and best of all: nice, fertile soil for farming. It's the perfect place!

Now, I know what you're thinking! "Should I be worried that it says "The Hill of Death" over there?" But I can assure you, reports of the Hill's Death have been greatly exaggerated. The truth is, it's deathness is not even that death-like! It's more like the hill of deep sleep. And who doesn't enjoy a good sleep now and again?

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 10, 2016, 04:53:36 pm

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Nope. The tree gets replaced with dead XXX tree, and then caves in (something collasped on the surface).

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: QuQuasar on June 10, 2016, 05:47:51 pm

Holy **shit**.

After so many years of peace, growing and prospering, getting to know the dwarves of Breadbowl and their relationships with each other... it's actually kind of a shock to be reminded of what Dwarf Fortress is.

G.R.R Martin, eat your heart out.

Quote from: NCommander on June 10, 2016, 10:12:23 am

A dragon showed up. I'm trying to catch it. Most of the fort is on fire.

This is going on the main page. :D

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: **NCommander** on **June 10, 2016, 05:50:21 pm** 

This is a charred masterwork journal. On the cover is a picture of fire and a dragon. It is decorated with spikes of carbon, dustings of ash, and a smell of brimestone.

The great beast looked upon us from within its cage. With a fell breath, it blew flame, and all was engulfed.



Freed, the mightly dragon rampaged. Flames spread without control.



The Stray Horse Foal (Tame) has been found melted.



We thought we could cage the beast. We were wrong.







The main road, built in our haste from wood, and turned into tinder by the unrelenting sun caught flame. It acted like a wick, and the fire continued to grow.

```
Stakud Gwolfski Uristirtir, duke of Breadbowl
Cog 'Brassroast' Onolnëlas, Mason
Eshtan Tekkudamal, Mason
Monom Nalasob, Mason
Led Isosalåth, militia captain
Bomrek Emlikot, Animal Trainer
Vutok Bomrekgérig, Animal Trainer
Rith Udildeleth, Hunter
Sociali
Sazir Adilibesh, Hunter
Olon 'Illithid' Rôberlorbam, Legendary Armoursmith
No Job
No Job
No Job
No Job
No Job
No Job
```

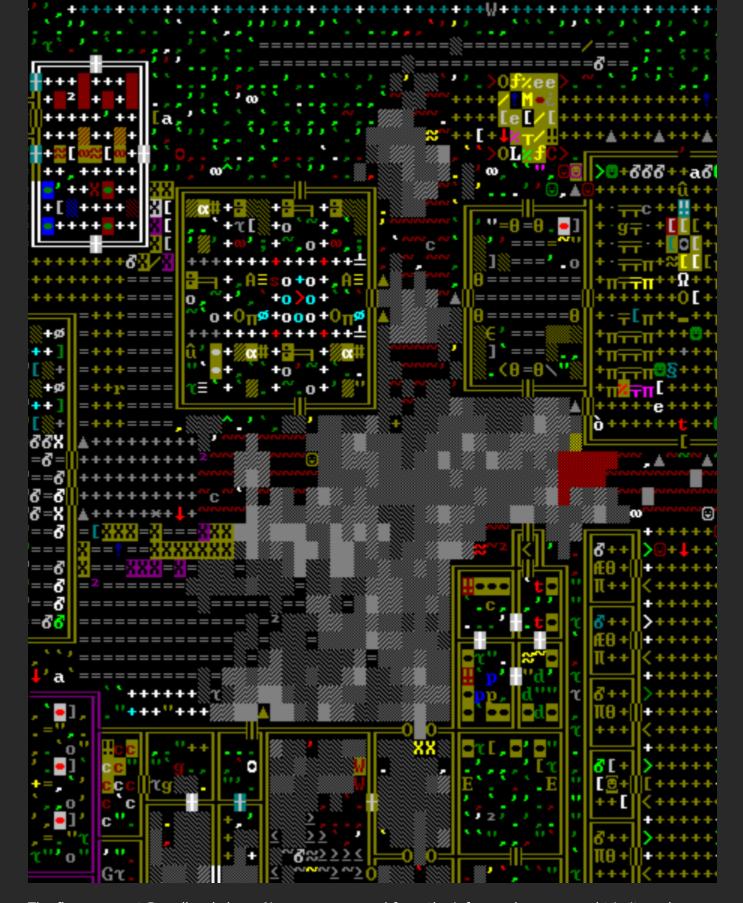




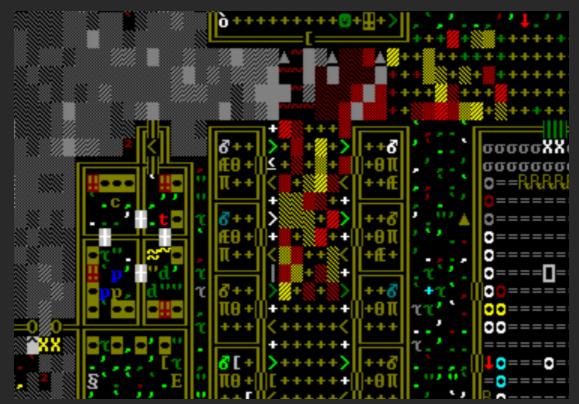
We decided to elect our king as the mayor as the previous one melted into a puddle of dwarf.

# Sibrek Logemtad, king has been elected mayor.

We fled the surface, least we join him.



The flames swept Breadbowl clean. No one was spared from the inferno who was caught in its wake.



Great works, dwarfs, all were consumed.

Stakud 'Gwolfski' Uristirtir, duke of Breadbowl's mandates have ended.
Stakud 'Gwolfski' Uristirtir, Mason has been found dead.
Tirist Zonam, Clothier has been found dead.
Sibrek Logemtad, king has been elected mayor.

A masterwork of Kubuk 'Neblime' Besmarostar has been lost!
A masterwork of Kogan 'Japa' Athelgatin has been lost!
A masterwork of Sibrek Delerisul has been lost!
A masterwork of Kubuk 'Neblime' Besmarostar has been lost!
A masterwork of Kubuk 'Neblime' Besmarostar has been lost!
A masterwork of Sibrek Delerisul has been lost!
A masterwork of Sibrek Delerisul has been lost!
Kubuk Ishlumustuth, Brewer has been found dead.
A masterwork of Tirist Zonam has been lost!
A masterwork of Sibrek Delerisul has been lost!
A masterwork of Sibrek Delerisul has been lost!
A masterwork of Sibrek Delerisul has been lost!
A masterwork of Kubuk 'Neblime' Besmarostar has been lost!
A masterwork of Kubuk 'Neblime' Besmarostar has been lost!
Stukos Esdorrakust, Dwarven Child has been found dead.
Ducim 'Dolwina' Idenumam, The Surgeon has been found dead.
The Stray Grey Parrot (Tame) has been found dead.
A masterwork of Kubuk 'Neblime' Besmarostar has been lost!
Ilral Uzolibesh, Herbalist has been found dead.



The heat of the flame spread upwards.



A few brave caught in the hell stubbled upon the dragon herself.

Cilob Vucarurol, Watcher: Death... This cannot horrify me.
Cilob Vucarurol, Watcher: Zasit Calmwalled is dead? That did not
shock me.
The flying (silver bolt) strikes the dragon in the left front leg,
fracturing the bone!
A tendon has been torn!
The flying (silver bolt) strikes the dragon in the right rear leg,
fracturing the bone!
A tendon has been torn!

```
Uslot Obrazobasp Slusa Sad,
"Uslot Warmthpearl the Luxus

upper body
lower body
neck
head
right front leg
left front leg
right front foo
left front foot
right rear leg
left rear leg
right rear foot
left rear foot
```



The elfs, protected by the trade depot watched as everything turned to ash around them.



| Athe Nawaracani, diplomat          | Diplomat |
|------------------------------------|----------|
| Muskox                             | Merchant |
| Lali Saralíceyi, Elf Merchant      | Merchant |
| Muskox                             | Merchant |
| Narena Eresaló, Elf Merchant       | Merchant |
| Muskox                             | Merchant |
| Amala Nemathelolama, Elf Merchant  | Merchant |
| Muskox                             | Merchant |
| Amena Kifinolíceyi, Elf Merchant   | Merchant |
| Horse                              | Merchant |
| Thilìri Rayalirifafa, Elf Merchant | Merchant |
| One-humped Camel                   | Merchant |
| íle Nóquemeafedi, Elf Merchant     | Merchant |

Breadbowl is being consumed alive  $\dots$ 



The forges ignite ...



The king is surrounded but alive.



The fire wicks into a wall burned towards the edge



In its heat, the trees themselves burst into flame.



===

===

===





Reduced to ash, the trees collaspe in on themselves.

#### Something has collarsed on the surface!

---

The journal continues in a different hand ...

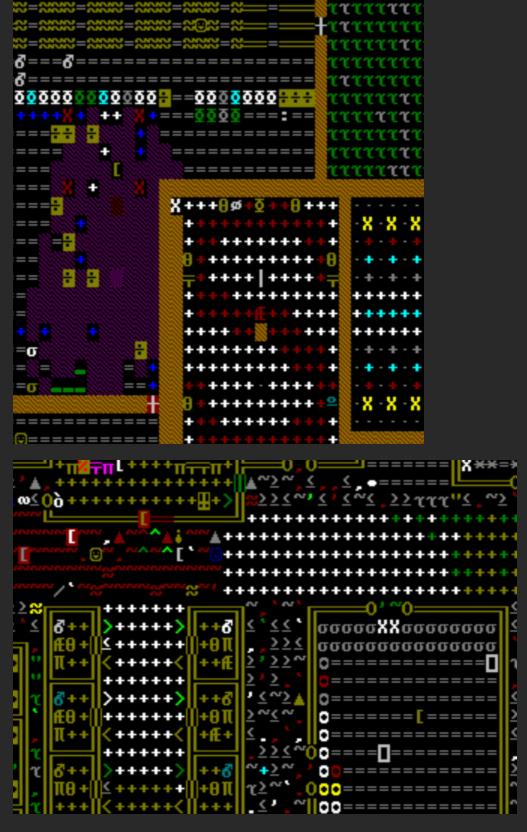
The fires rage out of Breadbowl. Wind is blowing them south. We've begun to survey the damage.



A timely rain extinished the last few embers.

# It has started raining.

From fire, there comes new life. New birth. The phoenix itself dies in fire, and rises in fire, and so will Breadbowl. We will bury our dead, and clear our rot, and rebuild.



For there is still life here ...

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: TheFlame52 on June 10, 2016, 05:54:19 pm

- 1. Well, so much for executing Gwolfski for mandating plump helmet meals.
- 2. I'm so glad I never took a dwarf, because they would have died and I would look silly.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 10, 2016, 05:55:59 pm

Quote from: TheFlame52 on June 10, 2016, 05:54:19 pm

- 1. Well, so much for executing Gwolfski for mandating plump helmet meals.
- 2. I'm so glad I never took a dwarf, because they would have died and I would look silly.

You could say I burnt that mandate with fire. :)

Quote from: QuQuasar on June 10, 2016, 05:47:51 pm

Holy **shit**.

After so many years of peace, growing and prospering, getting to know the dwarves of Breadbowl and their relationships with each other... it's actually kind of a shock to be reminded of what Dwarf Fortress is.

G.R.R Martin, eat your heart out.

Remember that part where you trusted me? Yeah ... \*cough\*.

I'll admit, I've lost in interesting ways, but I've never literally incinerated a fortress before. I've also been laughing so hard at both the fire, and this thread that its hard to play.

For my spot on the main page, when you list the exports, can you put it as:

Imported Dragon. Exported Fire.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 10, 2016, 06:03:01 pm

Here's the save so people can look at the carrange: http://dffd.bay12games.com/file.php?id=12131. I kinda wish I remembered that DF has recording features, as screenshots really don't show the scope of the wreck.

I still have 10 months left to finish off the place. 60 dead in a turn is a new record for me.

(I used to think I had morales, then I played Dwarf Fortress).

EDIT: I regret not catching the dragon after all that though :/. I tried to get the dwarfs to leave her alone but they won't break off even after burrowing them all manually.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 10, 2016, 06:14:00 pm

Incidentally, and to leave things on a more insane note, I had a slight accident with the ocean. As we don't have it anymore.



Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Gwolfski on June 10, 2016, 06:21:26 pm

Gwolfski, Duke Ghost issues mandate: NCommander roast, 0/30

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: QuQuasar on June 10, 2016, 06:25:15 pm

I just want to say, back in August of 2015...

Quote from: QuQuasar on August 16, 2015, 06:35:32 pm

He is Fire. He is Death. And we've just settled right on his doorstep and built an aboveground farming town. **Out of wood**.

We're all going to be cooked and eaten.

*Caaaalled* it.

Didn't call the ocean thing though. That's new.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 10, 2016, 06:27:42 pm

Quote from: QuQuasar on June 10, 2016, 06:25:15 pm

I just want to say, back in August of 2015...

Quote from: QuQuasar on August 16, 2015, 06:35:32 pm

He is Fire. He is Death. And we've just settled right on his doorstep and built an aboveground farming town. **Out of wood**.

We're all going to be cooked and eaten.

Caaaalled it.

Didn't call the ocean thing though. That's new.

The worst part is that wasn't the dragon you quoted. We have a second one that might show up and burn the place down. Again.

**EDIT:** The fort is starting to descend into a tantrum spiral. I've got 44 dwarves who are yellow or worse in the stress meter.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Sanctume on June 10, 2016, 06:35:32 pm

Despite going to v42, I think the need base is still on v40, and thus needing the entire Breadbowl to be a Happy Place.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 10, 2016, 06:39:39 pm

Quote from: Sanctume on June 10, 2016, 06:35:32 pm

Despite going to v42, I think the need base is still on v40, and thus needing the entire Breadbowl to be a Happy Place.

It's mostly "I saw XXX die" 30 or so times. The melting of 1/4th the fort didn't do anything for spirits. They'll still have spirital or social needs now due to the upgrade which also cause stress, I can see that in their thoughts.

Pity "doesn't care about anything anymore" isn't a thing anymore. I would have had that solved for the fort. If we get a fell mood, it would be icing on the cake at this point.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: TheFlame52 on June 10, 2016, 06:45:14 pm

DID YOU ACCIDENTALLY DRAIN THE WHOLE OCEAN

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 10, 2016, 07:33:26 pm

Quote from: TheFlame52 on June 10, 2016, 06:45:14 pm DID YOU ACCIDENTALLY DRAIN THE WHOLE OCEAN

Nah man, it got stolen. I've got to tell you, this neighborhood is going to the !!dogs!!. Between the brimestone, the constant ash, and the fact I can't even leave an ocean unguarded makes you wonder why we're here.

EDIT: Summer has arrived.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: TheFlame52 on June 10, 2016, 07:51:33 pm

For the inevitable successor fort, we should do one where we have to make everything the liaison will pay more for. This screen:

 Good
 Price
 Priority

 tiny axes
 136%
 -10! 

 quivers
 115%
 10! 

 seeds
 117%
 10! 

 powder
 196%
 ---!0

 cut gems
 150%
 -10! 

 cheese
 161%
 ---|0!

 plants
 125%
 10! 

 scepters
 193%
 ---|0

 ammunition
 193%
 ---|0

 anvils
 200%
 ---|0

 legwear
 194%
 ---|0

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 10, 2016, 07:53:06 pm

Quote from: TheFlame52 on June 10, 2016, 07:51:33 pm

For the inevitable successor fort, we should do one where we have to make everything the liaison will pay more for. This screen:

I haven't killed the place. Yet ...

**EDIT:** I'm fried. I probably won't play much tomorrow. My truck got a check engine light when I was out the other day and it needs to be looked at.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Zuglarkun on June 11, 2016, 03:18:22 am

Zuglarkun seethed and raged as the screams rent the air. She could smell the smoke and scent of charred flesh waft in with the wind, and she could hear the battle raging on just beyond the tavern doors. She sensed that if this situation escalated any further, she could anticipate being freed from her cage soon. Suddenly, all fell silent. Then meek cheers and a faint sobbing filled the air.

She listened intently (well as intently as a madwoman could) as the diplomat told the story of how Uslot the dragon was felled by Urist Nakasreg (a relative to the King) with her steel battle axe. The King (whom had not participated in the battle, though his Queen consort did) as well the court philosopher sat in and listened to the tale unfold. She listened to how the King complained about the recent haunting in the basement of the King's tower.

She knew that the days of peace Breadbowl had known were over.

Quote from: Zuglarkun on May 02, 2016, 04:29:55 am

Redorf me as *Ivomotad* and set the fella to the farms if you will.

^ redorf pls.

Poring over the save, well at least I can say the magma forges are untouched, as are the farms, food stockpiles. In other words, the most important industries are still intact. I am glad I made the moat around the King's quarters as that is unscathed as well. But with the sea draining I don't know how long that will last. Probably the surface level of the sea will get drained away. You might want to pull the cinnabar lever in the King's tower (same level as the captain of the guards office and the bridge), to seal off the moat, so that the water in it does not all flow away.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Mr Frog on June 11, 2016, 03:30:43 am

Hey guys, what's going on in --

Quote from: NCommander on June 10, 2016, 05:50:21 pm



Quote from: NCommander on June 10, 2016, 06:14:00 pm

Incidentally, and to leave things on a more insane note, I had a slight accident with the ocean. As we don't have it anymore.

JESUS FUCKING CHRIST

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 11, 2016, 08:23:16 am

Turns out when I went to start my truck today, the check engine light went out on its own which means I have nothing to do today. Let's play: BURNTBOWL!

And I am loving the entire reaction to my turn. This might be my proudest DF moment, though I still regret not catching that dragon :(

EDIT: rules say you can't redorf yourself as yourself. not sure who needs it as what. May leave it to the next player ...

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Gwolfski on June 11, 2016, 11:04:02 am

Find a mechanic. Name him Gwolfski the 2nd, make him duke. Or else... blood...

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 11, 2016, 12:50:06 pm

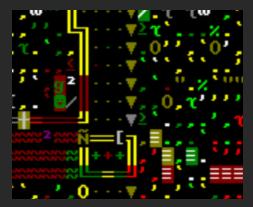
I ran into a really weird bug, dwarfs have decided to stop building constructions. Or at least some of them. They won't even take the job with any sort of regularity, even when burrowed. This just started after the dragon wrecked everything so many they're too depressed to work?

EDIT: I fixed it. Had to go into the jobs menu, cancel everything I could, then clear everyones labors with therapist so they'd all idle, then autolabor everyone back to having jobs. I've had this happen in other forts before, though they're still moving slowly.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 11, 2016, 02:39:21 pm

GUESS WHAT HAPPENED?

The Werepig Ramkal Pujastruslot Cawcul Aguv has come! A large pig twisted into humanoid form. It is crazed for blood and flesh Its eves glow violet. Its sandy taupe hair is very curly. Now you will know why you fear the night.



The !!bacon!! brought me a new problem that got inside before the fort was sealed.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Sanctume on June 11, 2016, 02:45:04 pm

Welcome to Breadbowl. Now serving burnt toast and crispy bacon.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: TheFlame52 on June 11, 2016, 02:46:37 pm

Fucking hell man, you aren't just getting the short end of the stick, you're being beaten with it.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 11, 2016, 02:54:06 pm

Quote from: TheFlame52 on June 11, 2016, 02:46:37 pm

Fucking hell man, you aren't just getting the short end of the stick, you're being beaten with it.

I'm just waiting for a siege to show up at this point and really wreck my day. When the box popped up, I half expected the \*other\* dragon to show up and finish roasting the fort. A swordmaster was bitten, and is being quarantined in an animal pen (the only place I got with doors on it). A farmer was ALSO bitten, but is being hauled to the hospital so um ... yeah. I'm tempted to end my turn here and let someone else deal with this.

I installed cage traps at most of the entrances to stop this sorta thing from happening, but they hadn't been installed:

EDIT: Found a third infectee ... I'm embracing for more fun ...

EDIT 2: The swordmaster is putting his equipment away, the farmer who got bit is stationed, the woodcutter ... is unconscious in the hospital and is not moving, and I have no way to seal the hospital from the rest of the fort.

EDIT 3: Floorhatches are going over the hospital. It's the only other place in the fort that has doors ATM after the great dragon roast. If they turn, I can seal them in there.

EDIT 4: they're building destroyers, aren't they. Emergency walls going up

EDIT 5: the hospital is next to the control room. If I wall up the hospital. I loose access to the levers. But I have a werebeast who won't move in the hospital. AIEEEE

EDIT 6: I'm sealing the fort as best I can. We won't trade with the dwarfs. If I don't contain this \*now\*, we'll loose the fort in its entirity.

EDIT 7: NO! One of the infectees went to sleep before I could seal him in the hospital with the others! If he turns, he'll have a direct path into the tavern.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Mr Frog on June 11, 2016, 03:35:05 pm

At this point, the second dragon showing up would be a mercy.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Sanctume on June 11, 2016, 03:35:17 pm

jail suites should have iron doors.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 11, 2016, 03:43:19 pm

Quote from: Sanctume on June 11, 2016, 03:35:17 pm jail suites should have iron doors.

Won't stop a building destroyer. I'm sealing the hospital because it actually doesn't have access to the rest of the fort. I've got one of the two hatchs installed (you can't destroy a building from underneath it). I've got all three infectees in the hospital, and I left the left drawbridge open, as I can funnel any seiges into that barrack and build a new lever for it.

#### IF THE IDIOTS WILL BUILD THE BLOODY HATCH COVER

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 11, 2016, 04:26:18 pm

I don't want to know \*WHY\* there coffins on both hatchcovers, I just know they're there. Now, we wait and see what happens.

(I'm going to get the updates up as soon as Autumn arrives)

EDIT: FUCK! The hospital has NOT been sealed. Working to fix that. Quickly.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 11, 2016, 04:36:35 pm

The stairway from the surface to the caverns has been channeled out, stranding folks who were down there. I'm walling them in for safety. They'll have to dig a new way out to reach the rest of the fort.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 11, 2016, 04:46:57 pm

The emergency erection is completed. The lower fort is collasped from the top. I'll rebuild it if the fort survives the full moon. I'm scared ...

EDIT: We're screwed ...

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 11, 2016, 05:19:49 pm

The Werechameleon Stosbub Slakgaukge has come! A large chameleon twisted into humanoid form. It is crazed for blood and flesh. Its eyes glow lime. Its cinnamon scales are large and close—set. Now you will know why you fear the night.

... I'm absolutely speechless ...

(turns out 1/3 were infected. The one that was infected is in the control room. The bridge through the barrack is still open).

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Immortal-D on June 11, 2016, 05:30:00 pm

Quote from: TheFlame52 on June 11, 2016, 02:46:37 pm

Fucking hell man, you aren't just getting the short end of the stick, you're being beaten with it.

This made me chuckle. Good luck Breadbowl:)

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 11, 2016, 06:04:23 pm

You know what, I'm going to pause and update the turn before I deal with this.

This is a charred masterwork leather journal. It is adored with bacon. A picture of a dwarf turning into a pig is engraved on the cover

The king had called us to his room. He pointed out the window where Breadbowl's ocean **used** to be.



He was most displeased and demanded an explanation. As it turned out, former overseer NCommander was attending the meeting.

```
•Thob `NCommander' Lòrstelid, Ghostly Axe Lord has risen and is haunting
the fortress!
```

He explained that before the great burn, he was working on a method to drain the ocean to install traps to capture marine life. When the burn happened, the miners were burrowed from the site, but the order was never rescended. As soon as the miners breached the ocean floor, the water rushed out and dumped into the aquifer.

NCommander reported that work was proceeding on the marine catcher, and that the breach could easily be sealed. At this point, the captain of the guard interrupted that they were loosing order on the streets.

```
Ushrir Nokimostath, Milker is throwing a tantrum! quartzite Road destroyed by Ushrir Nokimostath, Milker.
```

quartzite koad destroyed by Vutok Bomrekgerig, Hnimal Irainer.

```
the Mason Eshtan Tekkudamal is fighting!
the Farmer Cerol Zefonokol is fighting!
the Miner Litast Alåthlektad is fighting!
the Weaver Sazir Mebendok is fighting!
the Animal Trainer Uutok Bomrekgérig is fighting!
the Weaver Sibrek Delerisul is fighting!
the Crazy Mechanic Ral 'MoonyTheHuman' Kilrudgídthur is fighting!
the Herbalist Urdim Bomrekzareth is fighting!
the Cook Goden Febîbmat is fighting!
the Milker Ushrir Nokimostath is fighting!
```

The king told him to get the situation under control, no matter the cost. We had already lost the duke. As such, extreme measures were necessary to restore order.

Vutok Bomrekgérig, Animal Trainer has been found dead. Cerol Zefonokol, Farmer has been found dead.

---

```
(tame leech)
!!x(tame magpie)x!!
!!x(tame peach-faced lovebird)x!!
```

## A human caravan from Behal Rusna has arrived.

We've begun to realize how much we've truly lost however.

The humans arrived, and we handed them anything that wasn't charred beyond belief. They said nothing as we loaded their wagons, but you could tell they were trying not to vomit from the stench in the air.

| prepared | meals | 859  | 906 |
|----------|-------|------|-----|
| cheese   |       | None |     |
| powder   |       | 637  | 209 |
| drinks   |       | 1955 | 600 |

As their wagons departed, some migrants, obviously expecting a paradise arrived.

## Some migrants have arrived.

They will be sorely disappointed.

The summer passed quickly, with work on the great oceanic trap continuing.



When it arrived.

The Werepig Ramkal Pujastruslot Cawcul Aguv has come! A large pig twisted into humanoid form. It is crazed for blood and flesh.

The werepig must have been attracted by the death of its breathen and charged through the open gates before it had a chance to seal. A weaponsmith was immediately attacked and slaughtered.

```
The werepig latches on firmly!
The werepig kicks the weaponsmith in the head with its left hoof and the injured part explodes into gore!
An artery has been opened by the attack!
The weaponsmith has been knocked unconscious!
Rakust Isakdodók, Weaponsmith has been found dead.
Ramkal Pujastruslot Cawcul Aguv, Werepig: Death is all around us.
This is truly horrifying.
```

A swordmaster near by lunged into combat to protect a farmer. A nearby wrestler joined in to help. All three were bitten



We have locked them away for now. Waiting to see who will turn and who will not ...

EDIT: The werebeast in the hospital hasn't moved. I think its stuck on a table where it got left when the medical team was burrowed away. I **might** be able to reach the lever controls and seal the fort fully.

I forgot to pause the game while I wrote this. The werecharmelon was slain by the military when it pathed into the bunker. Checking to see if anyone got bit ...

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 11, 2016, 06:13:12 pm

so um ... yeah. Ok, Somehow the werecharmelon got inside Breadbowl. I dunno how, and found its way to the barrack at the top of the temple without encountering anyone else, and got slain. A wrestler got bit. I'm walling him off now ...

EDIT: ToniK died(?) falling down where the staircase to the lower fort used to be.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 11, 2016, 06:47:25 pm

NOTE: A game crash undid this update. Continue onto the next one

The journal continues

When I say locked away, I meant two are locked in the archery room, and another is in the hospital. None will go close less they be cursed. We tried to install floor hatches through a mountain of junk.

```
-willow crossbow-

x(llama wool shoe)x

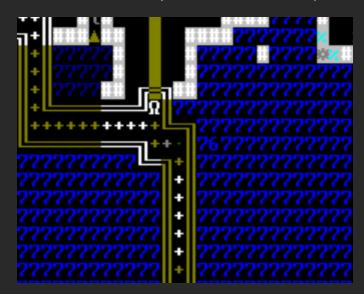
microcline blocks

microcline blocks

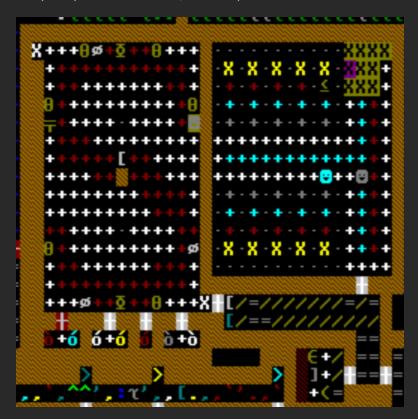
≡cinnabar coffin≡

microcline Floor Hatch
```

And serve the stairway that connects the hospital to the lower fort.



They may be dwarfs now, but they could turn come the next full moon.

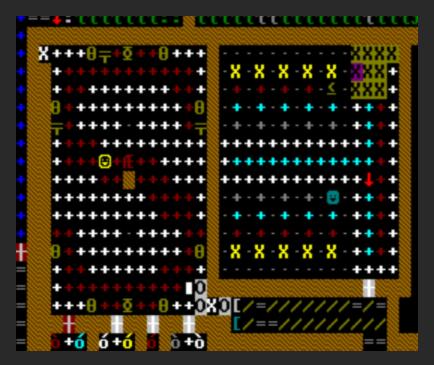


Meanwhile, panic begins to range as our trained beasts begin to revert.

```
Stray Cave Crocodile Hatchling, $\footnote{\text{Semi-Wild}}\)
WA
```

The giant olm has reverted to a wild state!

Walls are erected



We wait. One of three change. The one in the hospital.



We wait more.

## Urdim Ustuthuthmik, Infectee has transformed into a dwarf!

Then we get shit on.

The Werechameleon Stosbub Slakgaukge has come! A large chameleon twisted into humanoid form. It is crazed for blood and flesh. Its eyes glow lime. Its cinnamon scales are large and close-set. Now you will know why you fear the night.

A miltiary dwarf races down an attempt to raise the bridges despite the danger. He is ripped limb from limb at the exact moment the farmer turns back to a dwarf.\*

(no screenshots for this part)

Now a renegade, the military puts him down. One causality.

\*- we got very lucky that we didn't get a loyalty cascade here.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 11, 2016, 07:04:59 pm

The dwarven cavaran made it but the wagons bypassed the site so I can't offload. Also, I still need all hands on deck to try and prevent loosing the fort due to werebeast infection.

(I'm starting to burn out on this, but if I don't finish the turn today, I'm not going to have time to play until the end of next week). I kinda feel like I've done a shit job at both playing, and writing it up

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: QuQuasar on June 11, 2016, 08:27:11 pm

I can't shake the feeling that all these disasters at once are too much for co-incidence. It's almost like they were arranged. Like some great and powerful force of darkness has decided Breadbowl's time is up.

(it's the hamsters. I told you, bro. I warned you about hamsters).

Quote

I kinda feel like I've done a shit job at both playing, and writing it up

Don't worry about it: this has already been an *incredible* turn. If the hamsters have decided our time is up, then it is up. There was nothing you could have done.

Breadbowl has already exceeded my wildest expectations when I originally started this thread: if it ends here in fire, werepigs and draining oceans, then so be it.

-----

Quote from: Gwolfski on June 11, 2016, 11:04:02 am

Find a mechanic. Name him Gwolfski the 2nd, make him duke. Or else... blood...

Nope.

Quote from: QuQuasar on August 13, 2015, 09:39:58 pm

You may be redorfed after death, but you'll need to come up with a new name. No resurrections, body-hopping or suspiciously similar distant cousins please

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 11, 2016, 08:50:56 pm

Honestly, it would have been fitting we got a werehamster. Right now, I'm in full micromanagement mode to try and prevent us from loosing the fort. A miracle prevented us from having a loyalty cascade when I retook the hospital. Right now, several critters went wild. That might be a second loyalty cascade bomb, but I've got them locked away in the one pen the dragon didn't !!roast!!

You can put my totals up on the main page. I'm not offloading to the dwarves. List it as "Quarantined". I can't afford to loose the manpower for one right now, two, we barely have anything \*in\* the fort to trade, and third, without the wagons, they can't take much. We're holding at about 150 dwarfs, but I'm loosing quite a few due to fistfights. The justice system is putting down the most miserable which has prevented a full spiral, but we're tethering on the edge.

Between the fire, and the first werecreature, there was very little to be produced. If I can get this last outbreak put away, we have a chance, but I still have five months left on the save and I feel like the game is **just** warming up. The goblins have a demon leader, and that will almost certainly off the place if it shows up.

On the topic of the duke, can someone look at an older save and see if he had any children in the fort? It's supposed to pass to the first borne if they're in the fort, but that hasn't worked since 40d. I can DFHack that in properly since I'm here.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: TheFlame52 on June 11, 2016, 09:20:38 pm

I've never actually seen it happen, but I think succession works properly now.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 11, 2016, 09:22:05 pm

Quote from: TheFlame52 on June 11, 2016, 09:20:38 pm

I've never actually seen it happen, but I think succession works properly now.

It works for the king. It doesn't work for the duke. Incidently, DF just crashed on me. Not sure how much I lost.

EDIT: I lost everything up right up before I walled in the hospital. Since I know who is and isn't infected now, I can be smarter about this.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 11, 2016, 11:05:03 pm

I'm going to wrap this up for now. I didn't get a second werebeast in the post-crash world.

Quick summary:

- The cavaren's wagons didn't make it in this time either
- Still not trading, on the basis of quarantine, and there's virtually nothing to trade
- Our moat has evaporated; the cavaren pathed in \*through\* the standing water which is mostly 3/7.
- It's amazing how much crap is down there.
- The ocean has returned from walkabout. Guess the kobolds were done with it
- The captain of the guard smashed a wall.
- Apparently that's a thing now
- I found a use for all our war animals.
- With luck, we'll get our hospital back after the next full moon.
- Those last two things are connected.

I'm kinda lacking inspiration what to do with the rest of my turn, anyone got any ideas for me? I may just let the fort run in the background until it rolls around til spring. There are four months remaining.

I thought about mining more candy and getting the fort outfitting with candy weapons, but honestly, I suspect I'll mine a single tile and release the circus. That's been kinda part the course for this run.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Mr Frog on June 11, 2016, 11:29:16 pm

Quote from: NCommander on June 11, 2016, 11:05:03 pm

The captain of the guard smashed a wall.Apparently that's a thing now

I'm assuming the wall was only partially-built, otherwise yikes.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 11, 2016, 11:38:49 pm

Quote from: Mr Frog on June 11, 2016, 11:29:16 pm

I'm assuming the wall was only partially-built, otherwise yikes.

## Wall toppled by Cilob Sazirkol, captain of the guard.

I'm actually not sure TBH, though I'm guessing it is since it said "toppled". When I zoomed to him, he was near the temple which is quickly becoming a mausoleum. Walls exist as buildings while they're being constructed, but they shouldn't be valid targets for smashing. After they get constructed, they're constructions which the game treats as a subtype of natural walls if I remember the data structures right.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Mr Frog on June 11, 2016, 11:47:10 pm

Quote from: NCommander on June 11, 2016, 11:38:49 pm

Walls exist as buildings while they're being constructed, but they shouldn't be valid targets for smashing.

Realistically speaking, you were probably just wrong about this, at least in some circumstances.

However, we can't rule out the possibility that the pall of fuckery surrounding your turn is so powerful that it's literally breaking the game.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 11, 2016, 11:55:15 pm

Quote from: Mr Frog on June 11, 2016, 11:47:10 pm

Realistically speaking, you were probably just wrong about this, at least in some circumstances.

However, we can't rule out the possibility that the pall of fuckery surrounding your turn is so powerful that it's literally breaking the game.

Probably, but I like the idea that I broke reality. That or the captain of the guard wanted to get some kool-aid on the other side of the wall. He's not even showing up in the justice menu for building destruction.

I'm mostly taking bets of what goes wrong next:

- Loyalty Cascade
- Dragon 2x Combo
- Bronze Collosi
- Goblins + Demon
- Resurrection dragons  $\dots$  (the evil biome doesn't revive, does it?)

As I said, I'm somewhat at a loss at what to do with the rest of my turn at this point. It's not like I have a fort I can burn down anymore. Maybe I'll just build a giant phoenix.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Mr Frog on June 12, 2016, 12:00:06 am

Quote from: NCommander on June 11, 2016, 11:55:15 pm

Quote from: Mr Frog on June 11, 2016, 11:47:10 pm

Realistically speaking, you were probably just wrong about this, at least in some circumstances.

However, we can't rule out the possibility that the pall of fuckery surrounding your turn is so powerful that it's literally breaking the game.

Probably, but I like the idea that I broke reality. That or the captain of the guard wanted to get some kool-aid on the other side of the wall. He's not even showing up in the justice menu for building destruction.

I'm mostly taking bets of what goes wrong next:

- Loyalty Cascade
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- Resurrection dragons ... (the evil biome doesn't revive, does it?)

As I said, I'm somewhat at a loss at what to do with the rest of my turn at this point. It's not like I have a fort I can burn down anymore. Maybe I'll just build a giant phoenix.

Build a new fort so the other dragon has something to burn, obviously. We don't want it to feel left out.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 12, 2016, 12:05:26 am

Quote from: Mr Frog on June 12, 2016, 12:00:06 am

Build a new fort so the other dragon has something to burn, obviously. We don't want it to feel left out.

Ironically, the only part of Breadbowl that **didn't** get scorched was the stuff outside the walls. The whole place looked like an impact crater.

As a compromise to it, I'll let it into the farms. Between the !!booze!!, the !!plants!!, and the !!dwarfs!!, the place will be well roasted, sterilized, and ready for reclaim.

(honestly, if the dragon does show up between now and turn end, I'm letting it torch the place)

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Gwolfski on June 12, 2016, 03:03:13 am

Now if a necromancer appears.....

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: TheFlame52 on June 12, 2016, 08:45:17 am

Unbuilt walls can be toppled. I saw it happen in Bloodyhells when the husk titan got into the fort.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: TheFlame52 on June 12, 2016, 03:16:03 pm

Quote from: NCommander on June 11, 2016, 09:22:05 pm

Quote from: TheFlame52 on June 11, 2016, 09:20:38 pm

I've never actually seen it happen, but I think succession works properly now.

It works for the king. It doesn't work for the duke.

I just had a baroness inherit the position from her mother. It works.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 12, 2016, 08:04:20 pm

OOC: Enjoy some roleplay. Haven't felt like playing much today. Felt like writing, and finally found the groove. TheFlame52 - Thanks for the sciencing!

Oddom Besmarlis Chief Medical Dwarf - imarust 11th of Limestone

Civil order in Breadbowl is breaking down. The captain of the guard has gone on a smashing spree throughout the fortress, and vandamlism is quickly becoming rampant throughout the populace. The few members of the guard on active duty have made reports of fist fights across the grounds.

Wall toppled by Cilob Sazirkol, captain of the guard. rock salt Gear Assembly toppled. lychee wood Table destroyed by Urdim Ustuthuthmik, Infectee.

Combined with the recent werebeast outbreak, I'm taking over command under the Emergency Overseers Act of One-Hundred Seventy Seven and have enacted martial law in what is possibly a vain attempt to gain control of the situation.

The first matter of business is dealing with one Urdim Ustuthuthmik who was bitten in the most recent attack. Literature on werebeasts is very lacking, mostly existing in the form of legend and myth. While hardly a definitive source, we can expect at a bare minimum, its known that the curse can spread via blood-to-blood transmission. If the outbreak was not stopped now, it could spread through wildfire through Breadbowl

At the risk of condemning a dwarf to die unattended, I had the hospital evacuated and sealed as the full moon was due to rise.



As a precaution in case others were bitten, I had the stairs between the tavern and the caverns sealed, and a new underground walkway built in their place into the base of the now disused duke's quarters.

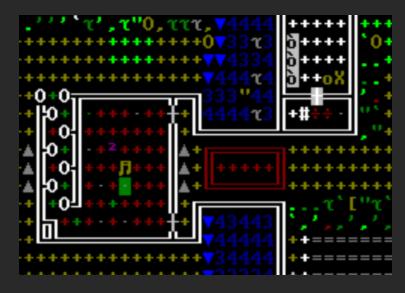


As the full moon rose, my worst fears were realized

## Urdim Ustuthuthmik, Infectee has transformed into a werepig!

Fortunately, it appears no others have turned. Yet. As I mentioned before, due to the fights breaking out throughout the fort, there is no way to know if Urdim had transmitted the curse to anyone else before he was confined to the hospital. Worse, at the moment, we have no way of operating the bridge controls as the west drawbridge was lowered before the seal was completed to allow The Shafts of Fortifying to enter from their barrack.

A temporary control room has been designated near the bridge so we may regain partial control of Breadbowl's defenses throughout this crisis. A second lever has been installed near the mason's workshops to control the tower bridge, allowing the upper fort and lower fort to be sealed from one another in hopes of isolating the infection.



**18th of Limestone** 

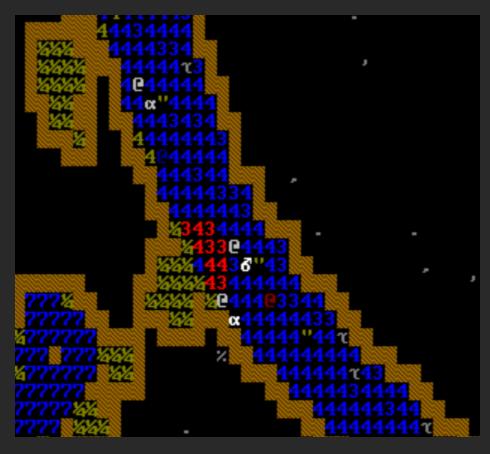
I've been studying our patient through a hole in the floor of the tavern. He shows no signs of recognition or intelligence. While transformed, his mind is of that of a rabid pig, smashing and destroying without reason. Fascinatingly, the injuries he had suffered in his melee with the original Patient Zero appear to not be reflected on his boarish nature. I'm curious to know if he will remain healed when the moon moves out of alignment

Even worse, if the curse can actually be transmitted via air or food contact, we risk infecting all of The Old Nets. The dwarven caravan is due any day, and despite the kings mandate, I've ordered a full quarantine. Nothing leaves until we know we know for a fact that this outbreak is contained.

19th of Sandstone

A caravan from Egarkib has arrived. Their wagons have bypassed your inaccessible site.

Damnination. The advanced guard of the supply cavern with a few of their pack animals arrived. For reasons that remain inexplicable, they approached through our mostly evaporated moat, preventing them from being spotted by the Watchers.



We hadn't even known they had arrived until they walked down Main Street wondering why the other bridges were raised.

Here's a hint. If a fortress looks like they don't want visitors, then maybe you shouldn't wander in through the abandoned siege entrance. That's the opening of every zombie novel ever written. These idiots are now stuck here until I'm satisfied that the quarantine can be lifted. Perhaps optimistically, they've taken residence in the trade depot, though I've told the broker to ignore them.

Even if I wanted to export food, without wagons, they simply could not take the weight so the entire export is moot for this season.

I had Cerol, who for the moment was willing to support me crawl up onto the catterwalk, and drape a black flag over the still open entrance; the dwarven sign for "Plague Here". It will do us little good at attracting migrants and visitors, but I have no choice. If I must decide between Breadbowl and The Old Nets, well, there is no answer.

To further drive home the point, I had members of the watchers take black cloth and and wave it as they patrolled the perimeter. As such, we were able to route their wagons from the contamination zone. My concern are the migrant groups that usually follow; without the protection of the cavaran guards in the wilds, they would be easy fodder. Perhaps they won't come. We'll cross that bridge when we get to it.

\_\_

#### 21th of Limestone

As the moon begins to set, Urdim transformed back into a dwarf, naked but fully healed. He appears to be unaware of his time as a pig, and I've told him that he's in isolation as a precaution. He believes it has only been a few hours since the initial attack, and that the medication we've given him has distorted his sense of time. I do not like lying to a patient, but given his access to the fortress controls, I can not risk him doing anything rash.

It must be done. I do not like it, but it must be done.

I've asked him to raise the west drawbridge, properly sealing Breadbowl from the outside world. Next, we need to study the effects of the transformation, and its transmission vectors.

#### 21th of Limestone, continued

\_\_\_

As I sat in my quarters debating how to study the werebeast transformation, I realized we needed a baseline to work from. At the moment, I believe we only have a single infectee in the fort. If we pass through another full moon without incident, I will have the quarantine lifted. I can not risk further dwarfs in studying the werecurse, but there are other ways to gather data.

In the accounts of our stocks after the Great Burn, a few war dogs and rhinos survived. These animals have never been used in fighting our animals, and we have extensive records of their health and history. We will use them as our control.

#### 22nd of Limestone

\_\_\_

I had a pick tossed down to Urdim, and told him to mine the wall next to him. I've had several war animals moved into the archery range next to the hospital during the night, and the door sealed behind them. I waited for Urdim to fall asleep that night, and a brave volunteer resealed the hospital.



Urdim has gone quiet. I think he realizes something is more serious than I have let on.

#### 23th of Limestone

\_\_\_

The control experiment is primed which will test both animals reaction to their werebreathen, and to see if the curse is transmittable to lesser lifeforms. My attention now turns to trying to restore order to Breadbowl.

The past year has proven we are vulnerable. The goblins, the burn, the werebeast. Something is coming, and I intend to prepare Breadbowl for it. Our military has suffered many losses over the last year, and while we have drafted more recruits, it will not be enough. Despite our temporary shutdown, our mandate has not changed, and our exports must continue.

Not counting the Watch, we have 20 full time solders; the Shafts of Fortifying, who is a mix of legendary warriors, and fresh recruits, and the Captain of the Guard who barely have any combat experience. While time and training will fix that, we can't not always count of on our military to get there in time; our military was unable to intervene in time to prevent disaster. Previous overseers have armed our populous which ultimately allowed the Slaying of the Dragon (who's corpse is now well wedged in the tavern's entrance; at least it hasn't rotted).

Given the heat, and the work required by the advantage laborer, outfitting the population with full steel is impractical at best. The weight would slow everyone to a crawl. What we do have is a small mountain of leather from the creatures we've turned into roasts. It's time to put it to use. I've had our sole leather works ordered into production, and several others constructed.

```
Leather Works

Make leather armor R
Make leather high boot R
Make leather helm R
Make leather glove R
```

While leather will not stop a goblin's blade, it will provide protection from bites and other wildlife.

```
Civilian Attire leather armor
Metal armor leather helms
Archer leather handwear
Leather Watch leather high boots
Leather Training shields/bucklers
indiv choice, melee
```

I've had six new squads formed with the entirety of the fortress's adult population drafted partially sorted by the skill set of those involved.

Adagbomrek, brkr The Helmed Virtues Minkot Febäs, Stonecrftr Neblime' Besmarstr, Crpntr Eshtan Tekkudamal, Mason 'Neblime' Besmarstr, Crpnt
 Sibrek Delerisul, Weaver Dodok Keskalkemsor, Miner Shafts of Fortifying Civilian Res (Sp) Civilian Res (Sum) 4. Erith Gusilestn, Glssmkr Kadol Ableltoltot, Planter Rigth Ilrmkûbk, mlt cptn Onul Letmosnïr, Watcher
 Zlbn Esshïngz, Vscnt of Sazir Kogankälán, Watche Civilian Res (Aut) Sazir Kogankälán, Watcher Mosus üngizsezuk, Wrestler 'Tonnot' Umstizilral, Brewr Zlbn Esshingz, Vscnt of Civilian Res (Win) Onul Bernokgol, Miner As Vucarstinthäd, Cook Farmers Reservists 'Pyro' Regmörul, Watcher Kumil Gostilral, Cook Reservists II 10. Zasit Lstmörl, Stncrftr Cilob Vucarurol, Watcher Exempt The Earthen Assaults Mebzuth Kerkol, Fisherdwarf

In addition to our full time military, two squads of reservists will train for six months of the year, and haul for the other six, providing a balance between our manpower needs and our defense needs. In a sign of good faith, I've joined the group of reservists that will begin training immediately.

A second-order civilian reserve will follow. Training for three months of the year, the theory is that they can buy time for the primary military response.

A final group, mostly consisting of nobles, and farmers who must tend of their fields 24/7 are exempt except in the most dire of emergencies. All will weild weapons and shields. I can only hope that this will make the difference for the future.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Imic on June 13, 2016, 01:44:52 am

During the death of war... Breadbowl is somewhat exempt from the goblins, so i see!

The last words of many dwarves in breadbowl, when a dragon burned them all, a werepig cursed them, and the ocean... Disapeared? What? How does that work? You know what, that's enough, i quit.

\*soind of a door being slammed\*

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Taupe on June 13, 2016, 12:38:03 pm

Am I still alive at this point?

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 13, 2016, 10:54:49 pm

Quote from: Taupe on June 13, 2016, 12:38:03 pm

Am I still alive at this point?

You're alive. You've actually earned a nickname so long, I can't see the whole thing in-game, but what I can see, you're Iden 'Taupe'
Peaktreaty the Braided Cut-Spray of In-, you don't care anything anymore, you're legendary across the board in military skills, and you're content which is good cause if you snapped, I think you could kill the entire fort single handly.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 14, 2016, 12:22:09 am

I'm just going to sum up what I think is going on:

A dwarf picked a fight with a merchant. The merchant killed the dwarf. The fort is on the verge of a loyalty cascade.

(it mostly comes down to what will happen if/when the merchant is actually killed)

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: TheBiggerFish on June 14, 2016, 12:26:13 am

Uh-oh.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: QuQuasar on June 14, 2016, 03:23:15 am

Quote from: NCommander on June 13, 2016, 10:54:49 pm

... and you're content which is good cause if you snapped, I think you could kill the entire fort single handly.

Quote from: NCommander on June 14, 2016, 12:22:09 am

A dwarf picked a fight with a merchant. The merchant killed the dwarf. The fort is on the verge of a loyalty cascade.

(it mostly comes down to what will happen if/when the merchant is actually killed)

Ooh, I know how to combine these points! Get Taupe to kill the merchant and thus go renegade and slaughter us all! :thumbsup:

Well, "you all". I've already been cremated. It's amazing how being dead clears your mind and allows you to come up with to solutions to problems you never would have considered before.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Imic on June 14, 2016, 08:27:34 am

I think that we need a new poll.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 15, 2016, 02:42:11 am

OOC: This covers the almost to the end of Autumn. My free time has basically disappeared for this week, but I'm trying to get one final block of time to end out my turn. Else the save is going up and I'm passing it. I think the rules say two weeks, right?

Oddom Besmarlis Chief Medical Dwarf - imarust 28th of Sandstone

\_\_\_

a x(pig tail fiber shoe)x has been misplaced. No doubt Olon `Illithid' Rôberlorbam, Ghostly Legendary Armoursmith is to blame!

I wish I could say that having the undead steal things was strange and unusual, but it's becoming par the course. 20 dwarfs still require slabbing before we can finally put the ghost problem to rest, but work has been slow. None the less, I'm fairly confident we'll finish it before the end of the year.

I have much to report on my experiments. As predicted, Urdim transformed into a werepig on time.

## Urdim Ustuthuthmik, Infectee has transformed into a werepig!

Interesting, the war animals pitted with him immediately became aggressive and attacked.

```
→the War Dog Thikut îmäzdodók is fighting!
the Werepig Infectee Urdim Ustuthuthmik is fighting!
the War Rhinoceros is fighting!
the War Rhinoceros is fighting!
the War Dog Udil Eralarek is fighting!
```

Obviously the werepig transformation gives extremely enhanced strength in both animal and dwarven forms. That, or our war rhinos were lacking.

The Infectee latches on firmly!

Udil Eralarek, war Dog (Tame) has been found dead.

The Infectee shakes the stray war rhinoceros around by the head, tearing apart the head's fat!

The Infectee bites the stray war rhinoceros in the head, tearing the muscle!

The Infectee latches on firmly!

The Infectee shakes the stray war rhinoceros around by the head, tearing apart the head's fat!

The Infectee bites the stray war rhinoceros in the head, tearing the muscle!

The Infectee latches on firmly!

The Infectee shakes the stray war rhinoceros around by the head, tearing apart the head's fat!

The Infectee bites the stray war rhinoceros in the head, tearing the muscle!

The Infectee latches on firmly!

The Infectee latches on firmly!

The Infectee bites the stray war rhinoceros around by the head, tearing apart the head's fat!

The Infectee bites the stray war rhinoceros in the head, tearing apart the head's fat!

The Infectee bites the stray war rhinoceros in the head, tearing apart the muscle!

The Infectee latches on firmly!

The stray war rhinoceros gores the Infectee in the right lower leg with his second horn, bruising the fat!
The Infectee bites the stray war rhinoceros in the right rear foot,
tearing the muscle!
A sensory nerve has been severed!
The Infectee latches on firmly!
The stray war rhinoceros breaks the grip of The Infectee's teeth on the stray war rhinoceros's right rear foot. The stray war rhinoceros grabs the Infectee by the right upper arm with his right rear leg! The Infectee releases the grip of The Infectee's right upper arm on the war dog's nose.
The stray war rhinoceros throws the Infectee by the right upper arm with The stray war rhinoceros's right rear leg!
The stray war rhinoceros releases the grip of The stray war rhinoceros's right rear leg from The Infectee's right upper arm.
The stray war rhinoceros misses the Infectee!
The Infectee's left upper leg skids along the ground, bruising the muscle! The Infectee's tail skids along the ground and the part splits in gore! An artery has been opened by the attack!

The Infectee slams into an obstacle! The Infectee stands up. abs the war dog by the first right rear toe with its left The Infectee releases the grip of The Infectee's left hand on the war dog's first right rear toe.
The Stray war Rhinoceros (=Trained=) has been found dead. Sarvesh Shàmmantun, war Dog (Tame) has been found dead. The Infectee releases the grip of The Infectee's left hand on the war dog's upper body. The Infectee grabs the war dog by the fourth left front toe with its left The Infectee releases the grip of The Infectee's left lower arm on the war dog's fourth left front toe. The Infectee grabs the war dog by the tongue with its right hand!
The Infectee bites the war dog in the head, tearing apart the muscle and bruising the skull!
A tendon in the skull has been torn!
The Infectee latebooks or fine latebooks. The Infectee latches on firmly!
The Infectee shakes the war dog around by the head, tearing apart the The Infectee shakes the war dog head's muscle! An artery in the head has been opened by the attack! The Infectee shakes the war dog around by the head, tearing apart the head's muscle! Stray war Rhinoceros (\*Trained\*)

upper body
lower body
neck
head
right front leg
left front leg
right front foot
left front foot
right rear leg
left rear leg
right rear foot
left rear foot
left rear foot

Udil Eralarek, war Dog (Tame) has been found dead.
Ral Tholgoden has become a militia captain.
The Stray war Rhinoceros (=Trained=) has been found dead.
Sarvesh Shammantun, war Dog (Tame) has been found dead.
The Stray war Grizzly Bear (Tame) has been found dead.
Thikut îmäzdodók, war Dog (Tame) has been found dead.
Erith Gusilestun has created a masterpiece \*large green glass pot\*!
The Stray war Rhinoceros (\*Trained\*) has been found dead.

I do believe I need to speak with our animal trainers on making sure our war creatures are more fearsome than this. They should have had no issue slaying the bacon. Worse, they failed to do any serious injuries during the full moon. Unfortunate to say the least. A single rhino survived the battle, and to my surprise, it continued its assault even once Urdim had reverted to dwarven form.

```
The Infectee bites the stray war rhinoceros in the head, tearing the muscle!
The Infectee latches on firmly!
Urdim Ustuthuthmik, Infectee: I must withdraw!
```

---

I've figured out why production in the kitchens has been so poor. The cooks were ordered not to use many of our ingredients!

| Vegetables/fruit/le                                                                                                                                                                                                              | aves Seeds | Drinks | Meat/fish/other                                                                                                            |                                                                                                                                                                                                                   |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------|--------|----------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Ingredient Type                                                                                                                                                                                                                  |            |        | Number                                                                                                                     | Permissions                                                                                                                                                                                                       |
| Alfalfa Artichoke hearts Barley Caper berries Carambolas Cassavas Custard-apples Dates Eggplants Fisher berries Guavas Lychees Maize plants Passion fruits Potato plants Prickle berries Purple amaranth lead Rambutans Rat weed | ves        |        | 292<br>3<br>2452<br>4<br>86<br>537<br>5<br>10<br>1<br>2226<br>118<br>182<br>2358<br>389<br>1895<br>2518<br>5<br>80<br>2460 | Cook Brew |

This has been rectified.

After discussions with the merchants, we offloaded as much as we could on the supply cavaran. Here's a before/after records for the

| prepared meals | 275  | 208 |
|----------------|------|-----|
| cheese         | None | 125 |
| powder         | 652  | 96  |
| drinks         | 913  | 177 |
| prepared meals | 275  | 208 |
| cheese         | None | 125 |
| powder         | 652  | 96  |
| drinks         | 241  | 849 |

(I \*did\* trade roasts but I'm unsure how many actually left the map given production started to ramp up again. I don't know why the count didn't go down ...)

We've begun loading what we can, and I'm retiring to my quarters as I've finished this log.

---

Damnation. I was woken just hours later with a most disturbing report.

```
Athel Rovodnicat, Ranger has been found dead.
Aban Stesokurvad, Farmer cancels Spin Thread: Grieving.
```

As far as I can tell by witnesses, a madness struck dwarf decided to start a fight with one of the caravan's guards. The guard summary-executed said dwarf. This started a tuss, and the guard (Kivish) started a fight with others of the locals saying that they were some "inbred scum who were afraid of hamsters and dragons". This started a rather larger fight.



The planter hacks the engraver in the head with her \*iron battle axe\*, but the attack is deflected by the engraver's \(\existructer\) iron helm\(\existructer\)!? The planter hacks the engraver in the head with her \*iron battle axe\*, but the attack is deflected by the engraver's \(\existructer\) iron helm\(\existructer\)!?

The wrestler scratches the engraver in the left eye, tearing it! The wrestler strikes the engraver in the left upper arm with his paradise nut wood shield≡, bruising the muscle through the +iron mail :hirt+! The wrestler strikes the engraver in the right upper arm with his paradise nut wood shield≡, bruising the muscle through the +iron mail [he wrestler strikes the engraver in the right lower arm with his paradise nut wood shield=, but the attack is deflected by the engraver's iron right gauntlet≣! The wrestler strikes the engraver in the thumb, left hand with his Eparadise nut wood shield≡, but the attack is deflected by the engraver's iron left gauntlet≡! The wrestler passes out from exhaustion. The wrestler regains consciousness. tinthad Enammedtob, Wrestler: Help! The wrestler is no longer stunned. Save me! [he wrestler strikes the axedwarf in the head with his ≡paradise nut wood hield≡, but the attack is deflected by the axedwarf's ≡iron helm≡!
[he wrestler strikes the axedwarf in the head with his ≡paradise nut wood shield≡, but the attack is deflected by the axedwarf's ≡iron helm≡! The recruit strikes the axedwarf in the head with his (iron shield), but the attack is deflected by the axedwarf's ≡iron helm≡!

The tuss quickly turned deadly.



The (steel bolt) has lodged firmly in the wound!

The flying (steel bolt) strikes the axedwarf in the right upper leg and the injured part is cloven asunder!

An artery has been opened by the attack and a tendon has been torn!

The flying (steel bolt) strikes the axedwarf in the left foot, chipping the bone and fracturing the left ankle's bone through the \(\text{\text{\text{iron high}}}\)

A sensory nerve has been severed, a ligament has been torn and a tendon has been torn!

A ligament in the left ankle has been torn and a tendon has been torn!

The flying (steel bolt) strikes the axedwarf in the upper body and the injured part is cloven asunder!

An artery has been opened by the attack!

A tendon in the middle spine has been torn!

The (steel bolt) has lodged firmly in the wound!

The military was sent in to break it up.

#### a Shfts of Frtfyn Station b Earthen Assalts Station

the Wrestler Stinthad Enammedtob is fighting!
the Axedwarf Minkot Atulkol is fighting!
the Ranger Athel Rovodnicat is fighting!
the Engineer Kumil Shadmalalath is fighting!
the Marksdwarf Kivish Nishzursul is fighting!

Amazingly, no civilians were hurt in this larger dogpile, but the merchants began to attack with now clearly deadly force. Taupe gave the order.\*

```
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An artery has been opened by the attack!

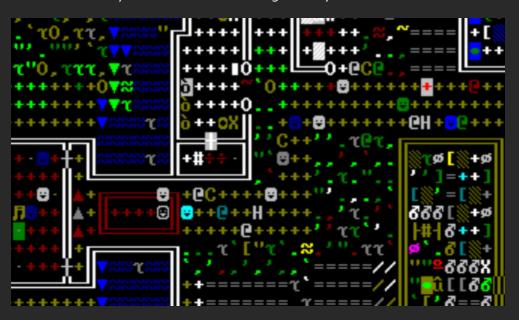
A tendon in the middle spine has been torn!

The (steel bolt) has lodged firmly in the wound!
```

## The Shafts of Fortifying Kill dwarves

And with two quick blows the rowdy guards were no more. This started a dispute between me and the leader of the caravan, an unroth fellow known simply as Urist. I will not recount the exact discussion here, but I made it clear on no uncertain terms they were to leave, and they were never to return to Breadbowl, and I would see to it that the king gets a full writeup of what happened; we can not depend on our supplies being transported by such barbarians.

I had the military escort them to the edge of city.



I suppose I'm lucky that they fired first. If I was forced to put down merchants with the military, it could have caused a schism within the fort. As it stands, some of our axe lords seem rather ... shaken on what happened.

```
Axe Lord Asen Udilnîles is sparring.
the Axe Lord Sibrek Inodidash is sparring.
```

OOC: \* - I spent quite a bit of time figuring out why putting down those two guards didn't start a proper loyalty cascade. After some testing and review with DFHack, what had happened was the merchants has struck first-blood, and were already enemies of the civilization, attacking anyone who got close. Thus when the military put them down, no loyalty cascade. I'm both relieved and disappointed I have yet to kill this fort

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: QuQuasar on June 15, 2016, 03:16:07 am

Quote from: NCommander on June 15, 2016, 02:42:11 am

I'm both relieved and disappointed I have yet to kill this fort

You've still got time: you can do it. We believe in you!

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: NCommander on June 15, 2016, 03:32:55 am

Incidentally, I found a magic card which rather aptly describes the entire situation:

http://gatherer.wizards.com/Pages/Card/Details.aspx?name=OBLITERATE



Anyway, I'm buckling down to play for at least another hour before I go to sleep. Fort continues to run at about 10 FPS so it takes awhile, and I have to actively watch it to make sure it doesn't burn down ... again. What's problematic is I have a move to Austin coming up and need to drive down there which makes my free time be zip except when I'm in hotels and such ...

Then again, I feel like I should be shouting: I AM NCOMMANDER, THE FORTRESS DESTROYER!

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: TheFlame52 on June 15, 2016, 02:33:11 pm

Don't unleash hell please, I want to do that during my turn.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: NCommander on June 16, 2016, 02:06:29 am

I'm sad no one got my reference with the last quote:

Anyway, here's a bit-sized summary:

- I'm currently driving cross-country, so DF time is limited. I'm managing about a month per day right now.
- I finished autumn (fort was in mid autumn, not late autumn)
- Breadbowl's roads have been rebuilt! (out of stone this time)
- I discovered another traitor to the crown in our mists, and had him subjected to Dwarven Justice.
- Fort unhappiness continues to tick up dangerously high due to fun. 50 dwarfs are in the yellow, 6 in the dark red. Work interruptions remain common. I am unsure how to resolve this short of a full work stoppage.
- The hospital was retaken via a goblin drop and execution. No causalities or werebites

- The fort has dropped into low single digit FPS for me (6-7 on average). A month takes 1-2 hours in RL time.

I think what I'm going to do is just provide daily mini-updates until I finish the turn and then a final writeup unless something !!fun!! happens.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 16, 2016, 03:59:48 pm

... Breadbowl hates me ...

A vile force of darkness has arrived!

Press Enter to close window

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Sanctume on June 16, 2016, 04:14:22 pm

Have the ogres come? They usually come in round 2.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 16, 2016, 04:28:42 pm

Quote from: Sanctume on June 16, 2016, 04:14:22 pm Have the ogres come? They usually come in round 2.

Yes, in fact they did. 70+ seige at the moment with more still entering the map. At least 8 orges, and a bunch of trolls.

EDIT: They're still entering the map, 12+ trolls, 80+ goblins, and a bunch of orges. We're engaged in fighting and holding our own.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 16, 2016, 05:13:48 pm

The siege is over. One side was annihilated, but not without heavy losses. Legends mode is not properly showing the final counts, but it was over 100 goblins+support by my screenshots.

Update coming tonight.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: QuQuasar on June 16, 2016, 05:50:09 pm

Glad to see The Hell of Emancipating finally brought the war to us: it wouldn't have been proper to end to the fortress without a climactic battle between us and them.

The burning of Breadbowl is actually quite shocking, when you think about it. This isn't a disaster zone with daily atrocities like so many other fortresses. The dwarves of Breadbowl aren't hardened warriors on the front line or hopeless outcasts besieged by the undead. They're peaceful farmers, cooks and animal trainers, living comfortably and making the best food in the world. They're basically a dwarfy version of Redwall Abbey.

For the better part of a decade, Breadbowl was a genuinely nice place to live. That would be astonishing enough in Dwarf Fortress, but this is a Dwarf Fortress succession game. That's unheard of.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: TheFlame52 on June 16, 2016, 06:02:08 pm

It's more - it's like Redwall, but with all the enemies and none of the plot armor.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Taupe on June 16, 2016, 06:38:58 pm

Quote from: TheFlame52 on June 16, 2016, 06:02:08 pm

It's more - it's like Redwall, but with all the enemies and none of the plot armor.

Isn't the protagonist of Redwall Abbey a fucking Hamster tho?

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: TheBiggerFish on June 16, 2016, 07:04:58 pm

Quote from: Taupe on June 16, 2016, 06:38:58 pm

Quote from: TheFlame52 on June 16, 2016, 06:02:08 pm

It's more - it's like Redwall, but with all the enemies and none of the plot armor.

Isn't the protagonist of Redwall Abbey a fucking Hamster tho?

No. Mouse.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 16, 2016, 08:14:57 pm

Oddom Besmarlis Chief Medical Dwarf - imarust 10th of Limestone

As morale continues to plumment, fistfights and injuries are becoming more and more common.

H:0/6/49/23/21/33/24

As it stands though, we have many who are injuried, and no hospital, so soap production has begun, and a new hospital has been set aside in a disused stock room.

# Soap Maker's Workshop Make soap from tallow R



While not up to the same standard of beauty as our old hospital, I'm hoping it will stop the production of dead bodies in the fort. On that note: Work on slabbing our dead also came to a hard and fast stop when the fortress ran out of stone.

```
Minkot Febäs, Stonecrafter cancels Cerol Zefonokol (Engrave Memorial):
Needs unengraved slab.
Tobul Endokkoman, Planter cancels Construct rock Slab: Needs non-economic
hard rock.
```

Miners have been dispatched to try and find some useless boulders so we may continue the slabbing. As the full moon approached, my werebeast experiment finished off the last round of test subjects, confirming that virus is not transferable to animals. I've thus begun work on the next part of my experiment.



#### 9th of Limestone

I've been hearing conflicting reports that Cilob, the current guard captain, has been starting fist fights, but strangely, no one will report the crime. I suspect many are afraid to come forward if Cilob was relieved of his position. As it stands, he was chronically late with his paperwork anyway. A notice was put up in the tavern that Elib would take over the guard. Quickly, reports began to fly in.

```
Report Crime
Report Crime
Report Crime
Go to Combat Training
Individual Combat Drill
Report Crime
Report Crime
Eat
Eat
Individual Combat Drill
Report Crime
Go to Combat Training
Report Crime
Go to Striking Demonstration
Watch Wrestling Demonstration
Individual Combat Drill
Report Crime
```

```
Disorderly Conduct
Disorderly Conduct
Disorderly Conduct
Mosus 'Angus' Dalkamkol Äkilizeg
Uutok Bomrekgérig, Animal Trainer
Ushrir Nokimostath, Milker
Medtob Stizashèrith, Herbalist, D
Zaneg Astelducim, Lye Maker, Dece
Muthkat Kodormafol, Farmer
```

Cilob Sazirkol, Wrestler

8 witnesses
Tekkud 'Bearskie' Adagbomrek
No witnesses
Kubuk 'Neblime' Besmarostar,
No witnesses
Iden 'Taupe' Ilromilral Nakut
No witnesses
Obok Enasstâkud, militia capt

Justice was served.

```
Disorderly Conduct
Disorderly Conduct
Mosus 'Angus' Dalkamkol äkilizeg
Uutok Bomrekgérig, Animal Trainer
Ushrir Nokimostath, Milker
Medtob Stizashèrith, Herbalist, D
Zaneg Astelducim, Lye Maker, Dece
Cilob Sazirkol, Wrestler
As Uucarstinthäd, Cook
Muthkat Kodormafol, Farmer

Muthkat Kodormafol, Farmer

Beating.
151 Days in Prison.

Disorderly Conduct.

Injured Party: Goden Egominod, Weaver.
```

I was told he was apprehended starting another fight in the barrack.

```
Cilob Sazirkol, Wrestler cancels Starting Fist Fight: In Custody.
Soldier (unreachable location) (Chained)
```

\_\_\_

#### **26th of Limestone**

Preparations are complete for the next phase of werebeast testing. The goblin is deployed.

```
The Infectee shakes the stray war rhinoceros around by the head, tearing apart the head's fat!

The Infectee bites the stray war rhinoceros in the head, tearing apart the muscle!

An artery has been opened by the attack!

The Infectee latches on firmly!

The Stray war Rhinoceros (=Trained=) has been found dead.

The goblin hammerman bashes the Infectee in the left lower arm with his (silver war hammer), bruising the fat through the X=giant cave swallow leather cloak=X!

Urdim Ustuthuthmik, Infectee: I must withdraw!

The goblin hammerman bashes the Infectee in the left foot with his (silver war hammer), bruising the muscle through the (giant cave spider silk shoe)!

The goblin hammerman bashes the Infectee in the left upper leg with his (silver war hammer), bruising the bone through the X=giant cave swallow leather cloak=X!

Urdim Ustuthuthmik, Infectee: I must withdraw!

The goblin hammerman bashes the Infectee in the right upper leg with his (silver war hammer), chipping the bone through the X=giant cave swallow leather cloak=X!

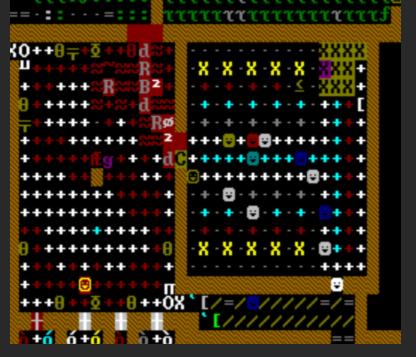
The Infectee falls over.

The Infectee gives in to pain.

The goblin hammerman bashes the Infectee in the head with his (silver war hammer), bruising the muscle, jamming the skull through the brain and tearing the brain?

Urdim Ustuthuthmik, Infectee has been found dead.
```

Failure. Not only did Urdim fail to bite the goblin as instructed, he did not even land a single hit. This experiment (and the test subject) are ruined. The sterilization procedure is enacted.





```
The Foremost Mace Lord bashes the goblin hammerman in the left lower leg with his Alaknikot, fracturing the bone through the (giant cave spider silk robe)!

The goblin hammerman falls over.

The goblin hammerman loses hold of the (cave spider silk shoe).

The goblin hammerman loses hold of the (troll fur sock).

The wrestler hacks the goblin hammerman in the left foot with her *steel battle axe* and the severed part sails off in an arc!

The Foremost Mace Lord bashes the goblin hammerman in the head with his Alaknikot, bruising the muscle and fracturing the skull through the («iron helm»)!

The goblin hammerman loses hold of the (copper shield).

The goblin hammerman loses hold of the (silver war hammer).

The wrestler hacks the goblin hammerman in the head with her *steel battle axe* and the severed part sails off in an arc!
```

The hospitals is ours again, but I'm told getting the blood stains out will take awhile.

## 24th of Limestone

Winter is nearly here. Our production rates are beginning to climb following the Great Optimization of labors, and barrel production has reached a new high. We've now have over 1,500 units of drink in stock, and our prepared meals grow every day. I'm optimistic that the new year will bring us revived hope. But now, we must prepare. Winter is coming.

## 1st of Moonstone

Winter has come.

```
A vile force of darkness has arrived!

Press Enter to close window
```

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 16, 2016, 11:24:19 pm

Taupe was the first to notice the goblins as they cleared the hills surronding Breadbowl. As military commander, he was responsible to limit the deaths surronding the fort, even if in his heart he just didn't care anymore. Breadbowl's control room had been reclaimed, but the fort was sealed except for the western bridge to the barrack. As such, any invaders who wanted to enter the fort had to pass through the barrack. Unfortunately, the goblin recon knew this, and decided to go for easier pray.

```
Osta Ölastâsost, Goblin Spearman
Nako Xuspgasudu, Goblin Pikeman
Zolak Zolakonla, Goblin Spearman
Snodub Smumubuksos, Goblin Hammerman
Snang Moleaslot, Goblin Spearman
Ber Lungosong, Goblin Lasher
Båx Gozruspeslu, Goblin Swordsman
Nguslu Uksosstorur, Goblin Spearman
Snang Kungukge, Goblin Lasher
Atu ëbnako, Goblin Crossbowman
Invader
Invader
```

Crazy Blades drew his sword. "Shouldn't we do something?". Taupe considered it.

"No, we go out there, we'll get caught in a cross-fire. Nothing we can do  $\dots$ "



Sibrek, a miner who had been hauling blocks to shore up a deficiency in the north wall was caught between the goblins entering. One of the crossbowmen aimed and took fire, but Sibrek wasn't going to deal with that.

The miner bats The flying ((iron bolt)) out of the air with the (-steel pick-)!

"To fucking hell with you, I've seen dragon, I've see death, I DON'T FUCKING CARE!"

The goblin spearman strikes at the miner but the shot is deflected by the (-steel pick-)!
The goblin spearman attacks the miner but He jumps away!

Sanctume blinks. So did the rest of the military. They had heard stories that a legendary miner could route seiges all on their own, but until this moment, none of them believed them. "Taupe, we need to recruit that guy!"

"If he lives ..."

"Yeash, you always got to be on the negative man"; Murky was sitting on the far side of the barrack, only barely aware of what was going on. Rumors had it that he was running an (literally) underground supply ring of plump helments, but no one could prove it.

The miner is having trouble breathing!

The goblin maceman bashes the miner in the right lover arm with her 
(\(\silver \text{flail}\)\), fracturing the bone through the \(\silver\) \*\*\*sheep leather 
\(\cline{cloak}\) \*\*\*Xiff the miner gives in to pain.

The miner falls over.

The goblin spearman stabs the miner in the lower body with his (\(\silver\) spear}) tearing the muscle and tearing the left kidney through the 
(\(\text{troll fur trousers}\)?

The (\(\silver\) spear}) has lodged firmly in the wound!

The goblin axeman hacks the miner in the lower body with her (\(\silver\) great axe}), tearing apart the muscle and tearing apart the right kidney 
through the (\(\text{troll fur trousers}\)?

An artery has been opened by the attack!

The (\(\silver\) great axe>) has lodged firmly in the wound!

The goblin spearman stabs the miner in the head with her (\(\copper\) spear}), tearing the muscle, fracturing the skull!

A tendon in the skull has been torn!

The goblin maceman bashes the miner in the head with her (\(\silver\) flail}), bruising the muscle and fracturing the skull through the x(\(\cau\) cave 
spider silk cap)x!

The goblin swordsman slashes the miner in the head with her (\(\silver\) per 
short sword\(\righta\), tearing apart the muscle and fracturing the skull through 
the x(\(\cau\) cave spider silk cap)x!

An artery has been opened by the attack!

A tendon in the skull has been torn!

The goblin axeman pulls on the embedded (\(\silver\) great axe\(\righta\).

The goblin axeman part the muscle through the x(\(\cau\) cave spider silk cap\(\righta\)?

At tendon in the skull has been torn!

The goblin syordsman slashes the miner in the head with her (\(\silver\) great 
axe\(\righta\). tearing apart the muscle through the x(\(\cau\) cave spider silk cap\(\righta\)?

The goblin axeman pulls on the embedded (\(\silver\) great axe\(\righta\)).

The goblin syordsman slashes the miner in the head with her (\(\silver\) silver great 
axe\(\righta\). tearing apart the muscle shough the x(\(\cau\) cave spider

"Fuck. Taupe, can we please engage!"

"No! We go out there, we get pincushioned. That's just the opening wave. Look!"

## Citizens (151) Pets/Livestock (134) Others (111)

| Dang, Troll                         | Invader |
|-------------------------------------|---------|
| Atu, Troll                          | Invader |
| Snodub, Troll                       | Invader |
| Dostngosp, Troll                    | Invader |
| Ngebzo, Ogress                      | Invader |
| Båx, Ogress                         | Invader |
| Strodno, Ogre                       | Invader |
| Arstruk, Ogress                     | Invader |
| Osnun, Ogress                       | Invader |
| Em, Troll                           | Invader |
| Zolak Nomstozu, Goblin Spearman     | Invader |
| Osta Ölastâsost, Goblin Špearman    | Invader |
| Nako Xuspgasudu, Goblin Pikeman     | Invader |
| Mato Arurngebzo, Goblin Spearman    | Invader |
| Zolak Unlouksos, Goblin Crossbowman | Invader |
| Snodub Ostaâs, Goblin Bowman        | Invader |
|                                     |         |

| Båx Ommulutes, Goblin Pikeman         | Invader |
|---------------------------------------|---------|
| Ago Xûngusnodub, Goblin Spearman      | Invader |
|                                       | Invader |
| Bosa Zolaknadog, Goblin Crossbowman   | Invader |
| Dostngosp Kutsmobônu, Goblin Pikeman  | Invader |
| Ozud Ügsnoratu, Goblin Bowman         | Invader |
| Damsto Snamozath, Goblin Bowman       | Invader |
| Aslot Slaxungustrang, Goblin Spearman | Invader |
| Ngoso Axoddang, Goblin Crossbowman    | Invader |
| Stâsost Slaxutostra, Goblin Spearman  | Invader |
| Båx Ugsnorsnang, Goblin Bowman        | Invader |
| Amxu Bosugozru, Goblin Bowman         | Invader |
| Olngö Sledåssong, Goblin Spearman     | Invader |
|                                       | Invader |
| Snodub Zolaksner, Goblin Swordsman    | Invader |
| Snamoz Smunoksmunstu, Goblin Bowman   | Invader |

| Strodno Snodubsmospe, Goblin Pikeman | Invader        |
|--------------------------------------|----------------|
| Gozru Ustrostâsost, Goblin Maceman   | Invader        |
| Utes Ugokuksos, Goblin Bowman        | Invader        |
| Azstrog Gostuskutsmob, Goblin Lasher | Invader        |
| Ngom Ukgerusmo, Goblin Lasher        | Invader        |
| Kutsmob Ukgesnazog, Goblin Maceman   | Caged Prisoner |
| Aslot Aslotoxstrum, Goblin Pikeman   | Invader        |
| Olngö Asneamxu, Goblin Bowman        | Invader        |
| Aslot Genedstozu, Goblin Lasher      | Invader        |
| Damsto Otakbosa, Goblin Spearman     | Invader        |
| Amxu Dôngkutsmob, Goblin Lasher      | Invader        |
|                                      | Invader        |
| Smunstu Slospostâsost, Goblin Lasher | Invader        |
| ûsbu Ngusluazrösm, Goblin Pikeman    | Invader        |
| Ngom Osmozstosbûb, Goblin Maceman    | Invader        |
| Nguslu Ngusluozse, Goblin Lasher     | Invader        |

| Zolak Zolakonla, Goblin Spearman     | Invader        |
|--------------------------------------|----------------|
| Snodub Smumubuksos, Goblin Hammerman | Invader        |
| Amxu Omstungoso, Goblin Lasher       | Invader        |
|                                      | Invader        |
| Zolak Bemspunog, Goblin Spearman     | Invader        |
| Kutsmob Urutsnodub, Goblin Maceman   | Invader        |
| Osta Xokatu, Goblin Lasher           | Caged Prisoner |
| Snang Moleaslot, Goblin Spearman     | Invader        |
| Ngerxung Matoûmu, Goblin Spearman    | Invader        |
| Zom Xuspgaslulo, Goblin Pikeman      | Invader        |
| Damsto Båxongno, Goblin Pikeman      | Invader        |
| Ngom Zûspostâsost, Goblin Bowman     | Invader        |
| Nako Moleuksos, Goblin Swordsman     | Invader        |
| Kutsmob Stozusnus, Goblin Swordsman  | Invader        |
| Smunstu Esnostozu, Goblin Maceman    | Invader        |
|                                      | Invader        |
|                                      |                |

| Stozu Smoxamxu, Goblin Spearman     | Invader        |
|-------------------------------------|----------------|
| Bosa Arôspsmunstu, Goblin Axeman    | Invader        |
| Ber Lungosong, Goblin Lasher        | Invader        |
|                                     | Invader        |
| Ber Arôspdang, Goblin Hammerman     | Caged Prisoner |
| Båx Gozruspeslu, Goblin Swordsman   | Invader        |
| Ngoso Estuosnun, Goblin Pikeman     | Invader        |
| Nguslu Uksosstorur, Goblin Spearman | Invader        |
|                                     | Invader        |
| Snang Kungukge, Goblin Lasher       | Invader        |
| Atu ëbnako, Goblin Crossbowman      | Invader        |

The goblins clearly knew that Breadbowl had seen better days and were determined to finish the job. The initial count was 80, but the fortress's resident counter, Bearskie said there was even more. "Here they come boys, light them up!"



Crazy Blades moved ahead, to block the entrance.  $\,$ 

"No one that ugly enters Breadbowl on my watch".

The troll and his spearman handler roared and charged.

```
The goblin spearman strikes at the Swordmaster but the shot is deftly parried by Ilirostath!
The goblin spearman loses hold of the ({aardvark leather sandal}).
The goblin spearman loses hold of the ({troll fur sock}).
The Swordmaster slashes the goblin spearman in the left foot with his
Ilirostath and the severed part sails off in an arc!
The goblin spearman falls over.
The goblin spearman strikes at the Swordmaster but the shot is deftly parried by Ilirostath!
The goblin spearman loses hold of the ({aardvark leather sandal}).
The goblin spearman loses hold of the ({troll fur sock}).
The Swordmaster slashes the goblin spearman in the right lower leg with
                                             kes at the Swordmaster but the shot is deftly
his Ilirostath and the severed part sails off in an arc!
The recruit strikes at the goblin spearman but the shot is blocked with the ((copper shield))!
Zolak Nomstozu, Goblin Spearman: The battle rages... I am not scared!
The goblin spearman strikes at the recruit but the shot is parried by the \equiviron battle axe\equiv!
The Swordmaster stabs the goblin spearman in the upper body with his Ilirostath, tearing the muscle and tearing apart the left lung through the ({giant cave spider silk robe})!
The goblin spearman is having trouble breathing!
The Ilirostath has lodged firmly in the wound!
The Swordmaster pulls on the embedded Ilirostath.
Zolak Nomstozu, Goblin Spearman: I've been injured badly. I cannot
find hope.
The recruit attacks the goblin spearman but She rolls away!
Zolak Nomstozu, Goblin Spearman: Death... This cannot horrify me. Zolak Nomstozu, Goblin Spearman: Death is all around us. This cannot
horrify me.
```

"All you got, punks?"

On the catwalks, Pyro watched helpless as a carpenter was cut down. A group of goblins had spread north, obviously hoping that one of Breadbowl's other entrances were open, and were mowing down anyone in their path. Unfortunately, all they found was Neblime.

```
(*Coopper spear*), tearing the muscle through the *Egoose leather cloak=*X* A sensory nerve has been severed!

The (*Coopper spear*) has lodged firmly in the wound!

The carpenter loses hold of the guava wood logs.

*Rubuk 'Nebline' Besmarostar, Carpenter: Death... I am not upset by this.

The goblin spearman pulls on the embedded (*Coopper spear*).

The goblin spearman stabs the carpenter in the right upper arm with his (*Coopper spear*), tearing the fat through the *Egoose leather cloak=*X*!

The (*Coopper spear*) has lodged firmly in the wound!

The goblin spearman stabs the carpenter in the left lower arm with his (*Coopper spear*), tearing the fat through the *Egoose leather cloak=*X*!

The goblin spearman stabs the carpenter in the upper body, bruising the muscle and bruising the right lung through the *Egoose leather cloak=*X*!

The carpenter is having trouble breathing!

The goblin spearman charges at the carpenter!

The goblin spearman collides with the carpenter!

The carpenter stands up.

The goblin spearman stabs the carpenter in the head with his (*Coopper spear*), tearing the muscle!

A tendon in the skull has been torn!

The carpenter gives in to pain.

The goblin pikeman stabs the carpenter in the left lower leg with her (*Ciron pike*), fracturing the bone through the *Croll fur trousers*)*

An artery has been opened by the attack, a ligament has been torn and a tendon has been torn!

The carpenter falls over.

The goblin maceman bashes the carpenter in the head with his (*Ciron flail*) and the injured part is crushed!

An artery has been opened by the attack!

*Kubuk 'Nebline' Besmarostar, Carpenter has been found dead.
```

Pyro and his watchers fired a few bolts to try and get their attention, but at that range, it was no use. He kept watching for anyone to move close enough to make the goblins pay for Neblime.

"Boss, look!"

```
Nguslu, Troll
Atu, Troll
Snamoz, Troll
Nako, Troll
Stosbûb, Troll
Båx, Troll
Snang, Troll
Stosbûb, Troll
Ngebzo, Troll
Bosa, Troll
Em, Troll
Gozru, Troll
Bosa, Troll
Aslot, Troll
Stâsost, Troll
Dang, Troll
Dostngosp, Troll
Gozru, Ogre
Strodno, Ogre
Arstruk, Ogress
Osnun, Ogress
Em, Troll
Dostngosp, Troll
```

"They're bringing in the heavies!"

Pyro swore. "Get down to the barrack, and let Taupe know he's about to have company. Watchers, to arms, we need to buy the meele guys more time!"

Someone piped up behind, "10 bits to whomever gets the first headshot!"

---

Crazy Blades had done well.

```
The goblin spearman strikes at the Swordmaster but the shot is deftly parried by Ilirostath!
The goblin spearman loses hold of the ({aardvark leather sandal}).
The goblin spearman loses hold of the ({troll fur sock}).
The Swordmaster slashes the goblin spearman in the left foot with his
Ilirostath and the severed part sails off in an arc!
The goblin spearman falls over.

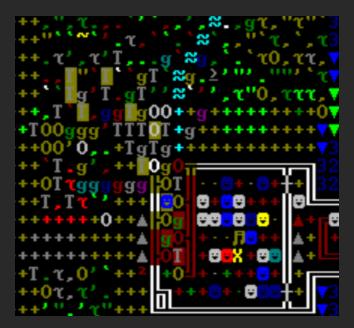
The goblin spearman strikes at the Swordmaster but the shot is deftly parried by Ilirostath!

The goblin spearman loses hold of the ((aardvark leather sandal)).

The goblin spearman loses hold of the ((troll fur sock)).

The Swordmaster slashes the goblin spearman in the right lower leg with
his Ilirostath and the severed part sails off in an arc!
The recruit strikes at the goblin spearman but the shot is blocked with
the ({copper shield})!
Zolak Nomstozu, Goblin Spearman: The battle rages... I am not scared!
           blin spearman strikes at the recruit but the shot
The Swordmaster stabs the goblin spearman in the upper body with his Ilirostath, tearing the muscle and tearing apart the left lung through the ({giant cave spider silk robe})!
The goblin spearman is having trouble breathing! The Ilirostath has lodged firmly in the wound!
The Swordmaster pulls on the embedded Ilirostath.
Zolak Nomstozu, Goblin Spearman: I've been injured badly.
find hope.
The recruit attacks the goblin spearman but She rolls away!
Zolak Nomstozu, Goblin Spearman: Death... This cannot horrify me.
Zolak Nomstozu, Goblin Spearman: Death is all around us. This cannot
horrify me.
```

But well wasn't good enough. With each goblin, troll, or orge he cut down, three more took their place as they forced their way into the cramped barrack.



He was starting to tire, and a recruit saw a chance for glory.

The ≡iron battle axe≡ has lodged firmly in the wound!
The recruit hacks the goblin bowman in the upper body with her ≡iron battle axe=, but the attack is deflected by the goblin bowman's ((iron mail shirt>>! Logem Ildomlorbam, Recruit: Death... I am not upset by this. The recruit hacks the goblin bowman in the left upper leg with her ≡iron battle axe≡, but the attack is deflected by the goblin bowman's ({iron The axedwarf hacks the goblin bowman in the lower body with her ≡iron battle axe≡, but the attack is deflected by the goblin bowman's ((iron mail shirt})! The axedwarf hacks the goblin bowman in the head with her ≡iron battle axe≡ and the severed part sails off in an arc! The goblin bowman has been knocked unconscious! The axedwarf hacks the troll in the right hand with her ≡iron battle axe≡ and the severed part sails off in an arc!
Logem Ildomlorbam, Axedwarf: I have improved my axe. That was not satisfying. The axedwarf hacks the troll in the right upper arm with her ≡iron battle axe=, but the attack is deflected by the troll's ({large troll fur robe})! Il grabs the axedwarf by the X≡echidna leather cloak≡X with his The axedwarf stands up.
The axedwarf strikes the troll in the upper body with the pommel of her Eiron battle axeE, bruising the fat through the ≪large giant wild boar leather robe >> !

Blades tried to stop Bomrek, but the cocky recruit was struck down after he took a moment to celebrate his victory.

## Bomrek Olonenas, Recruit has been found dead.

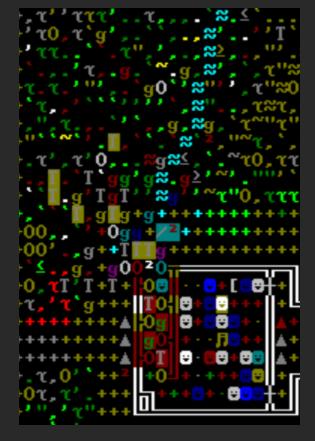
Blade and Taupe (who had been standing near the entrance way) were startled when Angus, whom had up to this point been silent, let our a ferral roar and charged into the fight stepping over them to do so.

Mosus 'Angus' Dalkamkol äkilizeg Avuz, Axe Lord has entered a martial

Bomrek had been his favorite student after all.

Mosus 'Angus' Dalkamkol äkilizeg Avuz, Axe Lord has entered a martial

He was going to paint the ground blue in troll blood.



He was going to fulfill his life long goal of becoming a dentist.

The Axe Lord scratches the goblin pikeman in the upper left back teeth and the severed part sails off in an arc!

He was  $\dots$  distracted at the worst possible time.

Edem Gusilineth, Wrestler Report Crime
Sakzul îmäzmeng, Wrestler Starting Fist Fight

Taupe had not liked Sakzul. He was lazy, and ill suited for military, but the orders from high up was all were to be trained. Unfortunately, in his first real fight, he snapped, and punched Angus straight upside the head. The momentary distraction was enough to turn the tide of battle.

Dastot Ingishibel, Cat (Tame) has been found dead. Mosus 'Angus' Dalkamkol äkilizeg Avuz, Axe Lord has been found dead. Inod Othôsmûthkat, Wrestler has been found dead. Logem Stukosvathsith, Wrestler has been found dead. Cilob Sazirkol, Wrestler is throwing a tantrum!

```
Deduk Odgúbvabôk, Wrestler has been found dead.
Likot Bertathur, Wrestler has been found dead.
Ral Sirabshorast has become a Axedwarf.
→Ilral `Bismuth Lad' Athelneth, Geologist has been found dead.
```

Many goblins were dead, but so was much of Breadbowl's military. Only a few veterans remained, and if this last line of defense was breached, the fortress was doomed. Taupe gave the order.

--

Pyro saw the handsignals from his crowsnest. He didn't like it, but he relayed the message on the update. "Prepare for fighting within the city!"

The tide of battle had turned against Breadbowl. The reservists and citizens milta were mobilized.

\_\_\_

Lolor, a relatively new recruit jumped into the fray. "Arg boys, we ain't going down that easily!"

## Lolor ônamkol, Swordsdwarf has entered a martial trance!

Urist Nakasreg, the civilian who happened to become a legend by slaying Uslot and ending the great burn, could only nod as another swipe of the axe sent a head rolling.

```
Five Notable Kills
```

Uslot Warmthpearl the Luxury of Glows the dragon, d. 245
Ramkal Bentframed the Disemboweler of Boring the human, d. 245
Xuspgas Monsterpraise the goblin, d. 245
Aslot Badransack the troll, d. 245
Båx Helldangle the goblin, d. 245

#### Nine Other Kills

One gray langur (6) in Breadbowl
Three goblins (6) in Breadbowl
One ogre (6) in Breadbowl
Three goblins (4) in Breadbowl
One troll (2) in Breadbowl

Taupe did the math. They were down 12 dwarfs, including several veterans, but the goblins had lost over 70. The remainder was starting to break up. The goblins were out of ammo, and there retreat had turned into a route as some had gotten stuck in the moat. This was there chance.

| Gozru, Troll                          | Invader        |
|---------------------------------------|----------------|
| Dang, Troll                           | Invader        |
| Osta Ölastâsost, Goblin Spearman      | Invader        |
| Nako Xuspgasudu, Goblin Pikeman       | Invader        |
| Mato Arurngebzo, Goblin Spearman      | Invader        |
| Azstrog Emsmur, Goblin Hammerman      | Invader        |
| Dostngosp Obustosbûb, Goblin Pikeman  | Invader        |
| Ago Xûngusnodub, Goblin Spearman      | Invader        |
|                                       | Invader        |
| Bosa Zolaknadog, Goblin Crossbowman   | Invader        |
| Asno Atuasmrar, Goblin Crossbowman    | Invader        |
| Ozud Ugsnoratu, Goblin Bowman         | Invader        |
| Damsto Snamozath, Goblin Bowman       | Invader        |
| Aslot Slaxungustrang, Goblin Spearman | Invader        |
| Ngoso Axoddang, Goblin Crossbowman    | Invader        |
| Stâsost Slaxutostra, Goblin Spearman  | Invader        |
| Amxu Bosugozru, Goblin Bowman         | Invader        |
| Olngö Sledåssong, Goblin Spearman     | Invader        |
|                                       | Invader        |
| Snodub Zolaksner, Goblin Swordsman    | Invader        |
| Strodno Snodubsmospe, Goblin Pikeman  | Invader        |
| Gozru Ustrostâsost, Goblin Maceman    | Invader        |
| Azstrog Gostuskutsmob, Goblin Lasher  | Invader        |
| Kutsmob Ukgesnazog, Goblin Maceman    | Caged Prisoner |
| Nguslu Ngusluozse, Goblin Lasher      | Caged Prisoner |
| Osta Xokatu, Goblin Lasher            | Caged Prisoner |
| Ngerxung Matoûmu, Goblin Spearman     | Caged Prisoner |
|                                       | Caged Prisoner |
| Ber Arôspdang, Goblin Hammerman       | Caged Prisoner |
| Atu ëbnako, Goblin Crossbowman        | Invader        |
| M                                     |                |

He did the math in his head, and made the call. He was going to end this.

"All units, ATTACK!"

---

15 drunken bastards charged out of the barrack. Blood, guts, and brains flew left and right. The goblin's leadership had been offed by Pyro's marksdwarfs, and the retreat had shattered their lines. Now to escape Breadbowl, the goblins would have to go through Taupe and his men. He gave only one order.

"No survivors"

Within a day, there were only five goblins and a troll left.

```
Dang, Troll
Osta Ölastâsost, Goblin Spearman
Ozud Ugsnoratu, Goblin Bowman
Amxu Bosugozru, Goblin Bowman
Ngebzo Stulosnun, Goblin Axeman
Gozru Ustrostâsost, Goblin Maceman
Invader
Invader
```

Withint two days, the counts were in. Only four goblins had left Breadbowl with their lives. Six had stumbled into traps. Over 65 goblins slain, 11 trolls, and 7 orges lay dead. The entrance-way to Breadbowl was caked in blood, but there was only one thing as in his mind as Taupe signaled up to Pyro. Two words.

"Breadbowl Endures"

```
MountainFPS: 100 (46) "Breadbowl"
                                                5th Moonstone, 245, Early Winter
   Animals
             Kitchen
                       Stone Stocks
                                       Justice
 Created Wealth:
                                Population:
                                                 136
                                                    2234
                                                                                6
4
1
  Armor and Garb:
                                                 0
                                Miners
                                Woodworkers
                                                 Ð
                                                 0
                                Stoneworkers
                                                                             Θ
  Other Objects:
                                                           Swordsdwarves
  Architecture:
                                                                             Θ
                                                           Swordmasters
                                Rangers
                                                 9
                                                                                None
  Displayed:
                                Metalsmiths
                                                           Mace Lords
Hammerdwarves
  Held/Worn:
                                                 1
                                Jewelers
                                                    10
                                                                                None
                                                    5
 Imported Wealth:
                     523850*
                                                           Hammer Lords
                                                                                None
                                                           Speardwarves
                                                                                None
                                Peasants
                                                    None
 Exported Wealth:
                                                                             3
                    9113709*
                                                     28
                                                           Spearmasters
Marksdwarves
                                                                                8
                                                     1
                                                     39
                15532
                                                           Elite Mrksdwrus 🖰
                                                                                3
 Food Stores:
                                Farmers
                                                 1
                                                     23
                                                           Wrestlers
                        1633
                                                                             8
                                                                                8
          None
                Seeds
  Fish
                        1816
                                Trained Animals A
                                                           Elite Wrestlers
                                                                             :
                                                                                None
          None
                                                     128
  Plant
          9284
                Other
                                Other Animals
                                                           Recruit/Others
```

The question on his mind, for how long?

They had survived trial by goblins (twice!), trial by dragon, trial by fire, trial by werebeast and trial by ocean ...

Sooner or later, they would fail ...

---

OOC: I believe we've passed the 100 dead dwarfs mark. It should be noted I've gotten every migrant wave in, and I started at 200 dwarfs. The fort FPS is now sitting at a lovely five due to the pile of corpses our military paved the road with. I'm likely going to need an extension to finish this place off. It's amazing how much things has gone to shit ... Hope this is dwarfy enough.

On the plus side, nearly every surviving member of the military has a nickname now. Also, I think Dwarf Fortress finally ran out of things to throw me. This is what I get for getting slightly bored. I suspect I've made enough !!corpses!! that we might get an age change when spring rolls around.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: TheFlame52 on June 17, 2016, 08:50:50 am

Quote from: NCommander on June 16, 2016, 11:24:19 pm

```
Pets/Livestock (134)
                                          Others (111)
Citizens (151)
Dang, Troll
Atu, Troll
                                          Invader
Snodub, Troll
Dostngosp, Troll
Ngebzo, Ögress
Bax, Ogress
Strodno, Ogre
Arstruk, Ogress
Osnun, Ogress
Zolak Nomstozu, Goblin Spearman
Osta Ölastâsost, Goblin Spearman
 ako Xuspgasudu, Goblin
Mato Arurngebzo, Goblin Spearman
Zolak Unlouksos, Goblin Crossbowman
Snodub Ostaâs, Goblin Bowman
```

Strodno the ogre and his harem, everyone.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 17, 2016, 04:12:17 pm

So I'm playing for a bit while on a break and fully tallying up the carriage.

I believe with the exception of Taupe, I've offed all the previous overseers, the CMD (my \*second\* avatar I killed), and a good chunk of the military.

 $\dots$  why do I destroy every fort I touch :(  $\dots$ 

The fort is almost through moonstone. Unless DF really ups its game, Breadbowl will survive til Spring.

EDIT: our doctors are leveling up quickly reassembling the survivors.

EDIT 2: Quite a few of our military dwarfs have infections ...

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Sanctume on June 17, 2016, 05:22:23 pm

Wait, how did I die?

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 17, 2016, 06:29:41 pm

Quote from: Sanctume on June 17, 2016, 05:22:23 pm

Wait, how did I die?

Correction, 7 out of ten. Though youre in queue for the hospital so I might still claim you

Shoot, bearski is still alive too. I need to kill more dwarfs

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Taupe on June 17, 2016, 08:37:29 pm

Ouote

I believe with the exception of Taupe, I've offed all the previous overseers, the CMD (my \*second\* avatar I killed), and a good chunk of the military.

Yeah that's because I never actually had a turn in this fort.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 17, 2016, 10:44:06 pm

Quote from: Taupe on June 17, 2016, 08:37:29 pm

Quote

I believe with the exception of Taupe, I've offed all the previous overseers, the CMD (my \*second\* avatar I killed), and a good chunk of the military.

Yeah that's because I never actually had a turn in this fort.

Oops, I thought you did. Well, I guess 8/10 overseers dead then. Go me.

Final update will be up in 1-2 hours. I've got 22 in-game days to finish and then Breadbowl goes off to the next player.

D - - - aBo - I C

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 17, 2016, 11:42:09 pm

Dmt 'Crzy Blds' Cttnu

This is an exceptional overseer's log. It is covered in goblin blood, and ash. The page lays open to the final entry of Year 245. No name is signed

Apply Cast

---

```
' Klrdgidthr
                                       Make wooden
      'Crzy Blds' Cttnvúsh, Admnstrtr
                                       Rest
Inod Enoldoren, chief medical dwarf
                                       Dress Wound
                                       Suture
FPS: 100 (47)Health of Dumat 'Crazy Blades'
 46 :
                           Wounds
         Status
 left upper arm, skin
 left upper arm, fat
 left upper leg, bone
 Infection
 upper body, skin
 upper body, fat
 upper body, muscle
 right true ribs, bone
```

The battle is over, and now we patch up our hurt.

Needs setting

Extreme pain Has been sutured

upper body, skin

For the first time in nearly a year, the military is stood down:

Likot Mismafol has become a Brewer. Solon Nilnum has become a Planter. Sakzul îmäzmeng has become a Weaver. Kol Gusiladril has become a Fishery Worker. Cilob Sazirkol has become a Stoneworker. Catten Olinsikel has become a Peasant. Urist Nakasreg Emencustith Deler has become a Dyer. Zan 'Sanctume' Olinlelum Nökorost has become a Administrator. Dumat 'Crazy Blades' Cattenvúsh has become a Administrator. Iden 'Taupe' Ilromilral Nakuthrítbâsen Immast has become a militia commander. Nomal Urolkûbuk has become a Performer. Mafol Geshudcatten has become a Shearer. Kogan Egathunib has become a militia captain. Inod Onolonshen has become a Ranger. Udil Likottatlosh has become a Hunter. Cilob Vucarurol has become a Ranger. Oddom 'Pyro' Regmörul has become a Metalsmith. Sazir Kogankälán has become a Glassmaker. Onul Letmosnïr has become a Hunter.

The long winter has passed, and the telltale signs of Spring are on the horizon.

## Ducklings have hatched. Goslings have hatched.

The eggs are hatching.

Babies are being born

### Inod Onolonshen, Marksdwarf has given birth to a girl.

Dwarfs are blooming on the trees



We have licked our wounds, and life as always goes on in Breadbowl. With Spring arriving, a new overseer will come. Our blood, sweat, and tears will be shipped away with nothing to be shown for it.

I do not know who will next lead Breadbowl, but to you, I leave this warning: Change is coming.

**Spring Has Arrived!** 

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: NCommander on June 17, 2016, 11:49:55 pm

And its done: http://dffd.bay12games.com/file.php?id=12156

Not sure who's next so no PM sent. Anyway, let's summarize:

Fortress's burnt: 1/1 Dwarfs Killed: 80-100+ Dragons Slayed: 1/1 Ocean's Lost: 1/1 Goblin Sieges Routed: 2/2

Werebeasts Dispatched: 1.5/1.5 (the infectee was contained)

Nobles Dealt With: Yes

Yeah, DF basically threw everything it had all at once at Breadbowl, and we're still standing. \o/. Though I can't say it will stay that way.

Speaking broadly, the situation can basically be described as post-World War I Germany, except the Allied Powers burnt the Rhine down with dragons instead of annexing it in the Treaty of Versailles. Let me explain:

The fortress is teetering on the edge of a 60+ tantrum spiral, and nothing short of a work stoppage and rehabilitation is going to stop it. But with our production mandates by the king means that the peasants will have to work, and pay reparations to the rest of the Old Nets, leaving nothing for themselves.

We were a much happier community before the the war with the goblins. In my mind, I see Taupe fulfilled the role of Otto van Bismarck as a great military leader.

The entire population is armed with iron or steel weaponry, and is in a minimum of leather armor. Right now, the only thing that has prevented the fortress from spiraling is the justice system as the unhappiest are getting dungeoned before they cleve Urist McAnydude's head off with a butter knife. However, with 60+ dwarfs, including the captain's squad, you can't get them all chained up.

When the tantrium spiral kicks, someone is going to get killed. That's going to start a loyalty cascade (I had several minor ones on my turn as is). Given the state of the fortress, a full blown civil war is likely. If/when the dust settles, we're going to have a lot of unhappy dwarfs ticked off at the royalty.

We have a tavern. The unpleasantness that followed in Germany was started in a tavern in Munich.

From a roleplay perspective, I love the idea of us overthrowing the king and ending the production mandates. I think any overseers

should just let the fort spiral and cascade so we have **viva la revolution**, though hopefully we won't re-enact Germany 1923-45, and instead re-emerge as a community filled with peace and love.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Sanctume on June 17, 2016, 11:59:56 pm

Or just go back to a communist farming village.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 18, 2016, 12:03:53 am

Quote from: Sanctume on June 17, 2016, 11:59:56 pm

Or just go back to a communist farming village.

So we need to enact Red October? I can get behind that. Alternatively, we can just flip the economy on and be all capitalist:

68 (33) ímarust, "Breadbowl" 🛮 FPS: 1st Granite, 246, Early Spring Kitchen Animals Stone Stocks Health Prices Currency Justice Created Wealth: Population: 137 Armor and Garb: 4 1 2 8 6 Miners 4 Woodworkers 0 Swordsdwarves Other Objects: Stoneworkers 8 8 Architecture: Swordmasters Rangers None 31791 (3) Displayed: Held/Worn: Metalsmiths None 1 Jewelers None None Imported Wealth: 522595**\* N**obles/Admins Hammer Lords 8 None Peasants  $\odot$ Speardwarves None 29 None Exported Wealth: 9113709\* pearmasters Marksdwarves 1 35 • Food Stores: 14099 Elite Mrksdwrus Farmers None None Seeds 1657 8 1 Wrestlers 3 3 Fish 1580 Trained Animals : A Elite Wrestlers None None 3215 7647 Other Other Animals 163 Recruit/Others 8 19 Plant A

(I do have some of my work on my old patches that got the economy working in DF2014 ...)

EDIT: On a serious note, I do hope people enjoyed my turn. I do question if I actually make an impact, or just nose. Or !!nose!! in this case.

EDIT 2: Also, turning the economy on is a horrid idea. That feature was removed with good reason!

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Sanctume on June 18, 2016, 12:41:10 am

That is a good turn, Breadbowl did ask for this when we started an outpost in the backyard of the dragon and goblins. Is it exactly 10 years after the move, or during the 10th year?

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Mr Frog on June 18, 2016, 12:54:49 am

Quote from: NCommander on June 18, 2016, 12:03:53 am

EDIT: On a serious note, I do hope people enjoyed my turn. I do question if I actually make an impact, or just nose. Or !!nose!! in this case.

Your turn literally is what got me to finally read this thing, dude.

Also, I'd say burning down half the fort and culling its population by like 50% qualifies as making an impact.

E: Dorf me as a pump operator if you have one. Name: Mr Frog.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 18, 2016, 01:26:03 am

Ouote from: Sanctume on June 18, 2016, 12:41:10 am

That is a good turn, Breadbowl did ask for this when we started an outpost in the backyard of the dragon and goblins. Is it exactly 10 years after the move, or during the 10th year?

My turn was year 10; we had a nice fireworks festival to celebrate.

The worst part though is the first dragon wandered about half way across the map to burn us down. The hill's dragon (aka, our neighbor) is still waiting for fun. I'm tempted to take another turn, but I know I'll get a 2x Dragon Combo ... fuck it ... put me back up. I'll finish the place off if its still standing.

Incidentally, someone needs to look at the save and determine who exactly I killed off. I kinda lost track when the dragon went on a melting spree. I'm tempted to start our TVTropes page (I feel anything that goes into the hall of legends needs a tropes page), with the screenshot of Breadbowl burning down.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Bearskie on June 18, 2016, 01:26:51 am



Title: Re: Breadbowl: a Succession Farm [42.06] Post by: NCommander on June 18, 2016, 01:38:06 am





The burning of Breadbowl still haunts your memory. You are filled with determination. Play again?\*

^- That image has never been more aportarte for describing recent events. I'm fairly sure that's what the elfs saw when they were here.

\*- Maybe more fitting ... Spoiler (click to show/hide) 138 Left. Determination.

<sup>ਡ</sup> 'Bearskie' Adagbomrek

Member of Squad 'Civ Res (Sum)'

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Sanctume on June 18, 2016, 02:19:09 am

Breadbowl 246-01-01. Population: 137. Spoiler: 11 with nicknames. (click to show/hide)

('Bearskie' Soakedwhips) 86 Years Old Harvest Plants Axe Lord Noble Positions Broker, Bookkeeper Happiness: Very Unhappy (Stre Member of Squad 'Civ Res (Win)' 🗗 'Crazy Blades' Cattenvúsh 'Crazy Blades' Channeledheated) 57 Years Old Administrator 🎑 Store Owned Item Happiness: Fine (Stress: 41.4k) Member of Squad 'The Shafts of Fortifying' ී 'Darzen' Mersethkivish ('Darzen' Lucklancer) 37 Years Old Soothsayer 🚇 Store Item in Stockpile Happiness: Fine (Stress: 82.9k) Member of Squad 'Civ Res (Win)' or 'MoonyTheHuman' Kilrudgídthur ('MoonyTheHuman' Bronzegrasped) 62 Years Old Crazy Mechanic Eat Noble Position Manager Happiness: Unhappy (Stress: 248.4k)

🞖 'Murky' Astanan ('Murky' Sabrenight) 123 Years Old Lead Biting Demonstrati Noble Position Militia Captain Happiness: Fine (Stress: -34.0k) Member of Squad 'The Earthen Assaults' 🎖 'Pyro' Regmörul 91 Years Old ('Pyro' Glovepages) Creator of 'The Evisceration of Revering' Smelt Hematite Ore Watcher 📟 Happiness: Fine (Stress: 44.2k) Member of Squad 'Neighbourhood Watch' 🗗 'Sanctume' Olinlelum Nökorost

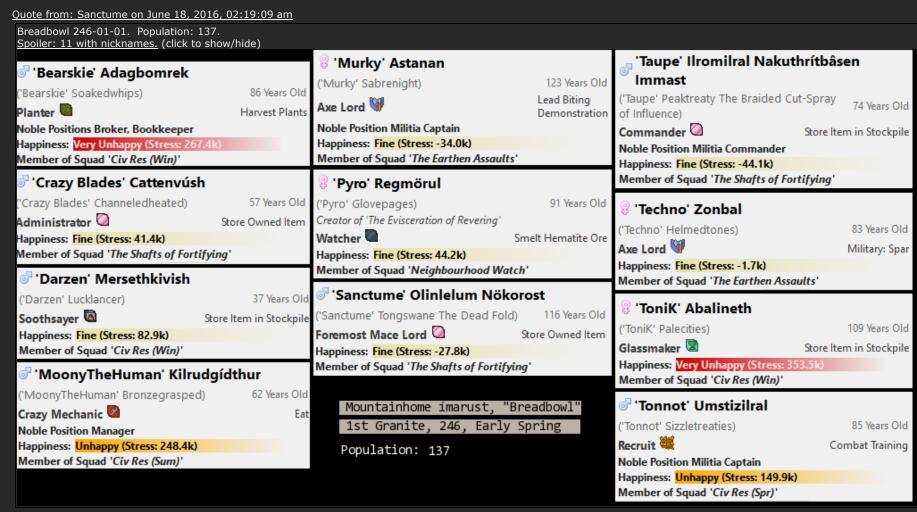
('Sanctume' Tongswane The Dead Fold) 116 Years Old Foremost Mace Lord 🎑 Store Owned Item Happiness: Fine (Stress: -27.8k) Member of Squad 'The Shafts of Fortifying' Mountainhome ímarust, "Breadbowl"

1st Granite, 246, Early Spring Population: 137

'Taupe' Ilromilral Nakuthrítbâsen **Immast** ('Taupe' Peaktreaty The Braided Cut-Spray 74 Years Old Commander 🥘 Store Item in Stockpile Noble Position Militia Commander Happiness: Fine (Stress: -44.1k) Member of Squad 'The Shafts of Fortifying' 🖁 'Techno' Zonbal 'Techno' Helmedtones) 83 Years Old Axe Lord 🖤 Military: Spar Happiness: Fine (Stress: -1.7k) Member of Squad 'The Earthen Assaults' 🖁 'ToniK' Abalineth ('ToniK' Palecities) 109 Years Old Glassmaker 🗟 Store Item in Stockpile Happiness: Very Unhappy (Stress: 353.5 Member of Squad 'Civ Res (Win)' ් 'Tonnot' Umstizilral ('Tonnot' Sizzletreaties) 85 Years Old Recruit 🖷 Combat Training Noble Position Militia Captain

Happiness: Unhappy (Stress: 149.9k) Member of Squad 'Civ Res (Spr)'

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: QuQuasar on June 18, 2016, 02:40:05 am



Really? Wow. That means, in addition to the dwarves mentioned, we've also lost (possibly not in NCommanders turn, the dwarf list might just not be up to date):

May the bookkeeper,
Aristotle the philosopher,
Brassroast the mason,
Shul-nak, the weaponsmith,
Blitzgamer, the metalsmith,
LordBrassroast, the spearmaster,
Fairybrow, the Axe Lord,
Japa, the Crossbowdwarf

Imma need more red ink for the dwarf list.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Gwolfski on June 18, 2016, 03:03:40 am

Oh, fun time.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Migrant on June 18, 2016, 03:30:02 am

I have been playing DF for one or two months short of a year and I would love to be dwarfed as Torden the angry farmer and have a go at managing this lovely fort. I mentioned my "seniority" because I this account is *very* new (first time logging in on my first account on the forum) because it was created so I could participate in this Succession game.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: TheFlame52 on June 18, 2016, 08:20:02 am

Gwolfski is next. Also, I was never put on the turn list, so I think I should go after him.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Sanctume on June 18, 2016, 08:47:53 am

Quote from: QuQuasar on August 13, 2015, 09:39:58 pm

Zuglarkun, Female, Speardwarf (Zuglarkun) - Dead (went berserk in jail) - Year 8 Overseer

Who is this dorf? DTherapist doesn't include him, but he is in the Units' Other list.

Spoiler (click to show/hide)



Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Bearskie on June 18, 2016, 09:42:28 am

Hah. Hah. HAHAHAHAHaHahaHahahahahaaaaa...

By Armok, this gets even more hilarious by the minute.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: TheFlame52 on June 18, 2016, 04:57:37 pm

No new dwarf. :P

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Gwolfski on June 18, 2016, 05:33:37 pm

Fun

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Migrant on June 19, 2016, 03:30:23 pm

First post with images and stuff. I have no idea how formatting works, so this comment might be changed assuming I can figure out how that is done

I investigated the Hell of Emancipating in Legends Mode and there are a few interesting tidbits. Since worldgen ended HoE has launched an all out war on everyone, yes that includes itself

```
The Hell of Emancipating X

35 241 - Present The War of Boring waged against The Hell of Emancipating (V/L) Battles: 3 / 0 Sites: 0 / 0 Deaths: 31 / 31

36 241 - Present The War of Boring waged against The Hell of Emancipating (V/L) Battles: 3 / 0 Sites: 0 / 0 Deaths: 31 / 31
```

At first glance it seems that this war is going well for HoE because it has expanded rapidly in the last few years

| AL III | st giance it seems that    | uns war is going wen for    | inue because it has e. |
|--------|----------------------------|-----------------------------|------------------------|
| 23     | The Doomed Ghoul           | took over Crabmines         | 236 UNKNOWN 244        |
| 24     | The Poison of Craft        | took over Tulipthundered    | 236 UNKNOWN 244        |
| 25     | The Spider of Persuasion   | took over Releasebelted     | 237 UNKNOWN 244        |
| 26     | The Radiant Ticks          | took over Assaultpearls     | 237 UNKNOWN 244        |
| 27     | The Barbarity of Hammers   | took over Icecoastal        | 237 UNKNOWN 244        |
| 28     | The Spider of Screams      | took over Umberveiled       | 237 UNKNOWN 244        |
| 29     | The Scorpion of Glorifying | took over Hoaryattic        | 237 UNKNOWN 244        |
| 30     | The Hatred of Whims        | took over Romancesmiths     | 237 UNKNOWN 244        |
| 31     | The Torment of Boards      | took over Beautysnakes      | 237 UNKNOWN 244        |
| 32     | The Youthful Thief         | took over Springsquids      | 237 UNKNOWN 244        |
| 33     | The Witch of Crewing       | took over The Terrible Deep | 237 UNKNOWN 244        |
| 34     | The Lauded Flies           | took over Metsparkle        | 237 UNKNOWN 244        |
| 35     | The Torment of Graves      | took over Treenation        | 238 UNKNOWN 244        |
| 36     | The Assaulted Ruthlessness | took over Silkytoes         | 238 UNKNOWN 237        |
| 37     | The Terror of Attack       | took over Queenmoistness    | 238 UNKNOWN 244        |
| 38     | The Mahogany Cruelties     | took over Baldivy           | 238 UNKNOWN 244        |
| 39     | The Slitted Poisons        | took over Cyclonecalm       | 238 UNKNOWN 237        |
| 40     | The Gnarled Deceiver       | took over Questedfished     | 238 UNKNOWN 244        |
| 41     | The Doom of Crying         | took over Styledgems        | 238 UNKNOWN 244        |
| 42     | The Brushed Devil          | took over Hatchetpatterns   | 239 UNKNOWN 244        |
| 43     | The Horror of Mongrels     | took over Dalesmiles        | 239 UNKNOWN 244        |
| 44     | The Devil of Hardiness     | took over Calledbeak        | 239 UNKNOWN 244        |
| 45     | The Mournful Dread         | took over Springpractices   | 239 UNKNOWN 244        |
| 46     | The Imperial Dungeon       | took over Drivendell        | 240 UNKNOWN 244        |
| 47     | The Momentous Nightmares   | took over Fistmaw           | 240 UNKNOWN 239        |
| 48     | The Evils of Paddling      | took over Wanderapes        | 240 UNKNOWN 244        |
| 49     | The Horror of Distinctions | took over Chancemist        | 241 UNKNOWN 244        |
| 50     | The Terrors of Assault     | took over Sisterswades      | 241 UNKNOWN 240        |
| 51     | The Wraith of Trampling    | took over Fordtrail         | 241 UNKNOWN 244        |
| 52     | The Curse of Medicine      | took over Roundedwinter     | 242 UNKNOWN 244        |
| 53     | The Jackal of Lobsters     | took over Glossedpetals     | 243 UNKNOWN 244        |
|        |                            |                             |                        |

However most of these sites are low in population and taken from weak elves offering very little resistance. Despite their expansion HoE is not lead by competent generals actually there is much evidence that suggest the opposite.

The Hell of Emancipating (Attacker) 44 Members, 52 Losses [Load] Quite probably as a result of this the Old Nets are doing pretty well in this

war even though HoE has far more manpower than any other civ in this world with 11k trolls 10k ogres and 8k goblins compared to 3k dwarves in the Old Nets. The other reason for the successful defense of most of the Old Nets is that all but two offensives have been launched against Breadbowl whose dwarves are sturdier than most. The two other offensives have been far more successful: one of them lead to the conquest of Hatchetpatterns.

#### Victor

#### (Attacker) 41 Members, 0 Losses [Load] The Hell of Emancipating

- the elf Smunstu Ruthlesscradled
- the elf Stozu Malicestinky
- the elf Smunstu Scourgeverse
- the elf Snodub Dawnedlies
- the elf Dostngosp Blackbewitched
- the human Kutsmob Assaulthell
- the elf Nguslu Doomfather
- the elf Ngokang Menacedbook
- the elf Olngo Werebarbs
- the elf Tode Monsterwealths
- the elf Song Wraithbad
- the elf Snodub Seducehunger the elf Estrur Skinnyseduced
- the elf Ozud Pinkblack
- the human Ber Veiledsteal
- the elf Gozru Menaceshake
- the elf Smunstu Destinedplague
- the elf Ngoso Sprinklemenaces the elf Azstrog Hatedsewers
- the elf Gozru Ruthlessgrubs
- the elf Dang Runwitch
- the human Snang Dreadfulthunders
- the elf Osnun Jackalboat
- the elf Ngokang Devilblaze
- the elf Snang Rackwraith
- the elf Zolak Coalfell the human Zom Malignedlined
- the elf Ngokang Maligneddooms
- the elf Ngebzo Crawlhated
- the elf Stozu Belthatred
- the human Olngo Fellhated
- the elf Utes Crescentmaligns
- the elf Nguslu Devilhollow the human Estrur Menacelobsters
- the elf Ozud Combinedseduces
- the elf Xuspgas Pickhatred
- the elf Olngo Tomentauthored
- the elf Stozu Hatedaqua
- the elf Zolak Fishmenaced
- the elf Ngerxung Growthwicked
- the elf Bosa Growlhorrors

## The Old Nets [Load] (Defender) 28 Members, 28 Losses [Load]

- the dwarf Vabok Mindfulpages (Died)
- the dwarf Rigoth Matchfountains (Died)
- the dwarf Kubuk Deeparches (Died)
- the dwarf Oddom Lancebind (Died)
- the dwarf Thikut Worthbridge (Died)
- the dwarf Mebzuth Rumorgalley (Died)
- the dwarf Ast Roofplayed (Died)
- the dwarf Tholtig Yellboulder (Died) the dwarf Udil Dwelledchanneled (Died)
- the dwarf Kosoth Entranceplank (Died)
- the dwarf Kadol Figureclenched (Died)
- the dwarf Onul Splatteredhelms (Died)
- the dwarf Zulban Squashedhammers (Died)
- · the dwarf Libash Wheelprices (Died)
- the dwarf Medtob Boulderhope (Died)
- the dwarf Momuz Beltmirrors (Died)
- the dwarf Solon Claspedechoed (Died)
- the dwarf Ushat Coalveiled (Died)
- the dwarf Led Hailedcoal (Died) the dwarf Etur Healercoal (Died)
- the dwarf Bomrek Cudgelships (Died)
- the dwarf Ilral Wipedchannels (Died)
- the dwarf Vutok Rampartfair (Died)
- the dwarf Mestthos Hametrots (Died)
- the dwarf Stukos Singedmansions (Died)
- the dwarf Zas Rocksrack (Died)
- the dwarf Tekkud Stoptool (Died)
- the goblin Rigoth Groovedceilings (Died)

The fates of the Old Nets and Breadbowl are tied together with an adamantine rope, should Breadbowl fall The Old Nets will follow soon after.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Gwolfski on June 19, 2016, 03:54:11 pm

Oh dear...

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Gwolfski on June 22, 2016, 03:18:46 am

Update soon! I havent forgotten!

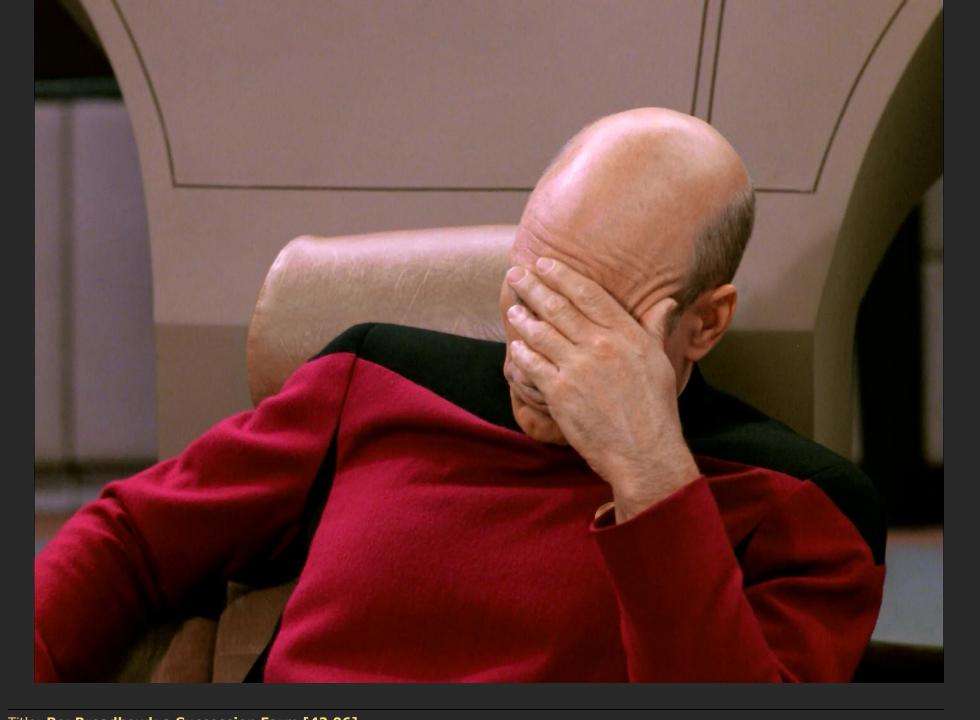
Minor update: Almost set the place on fire a few times...

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Imic on June 22, 2016, 11:58:13 pm

Quote from: Gwolfski on June 22, 2016, 03:18:46 am

Update soon! I havent forgotten!

Minor update: Almost set the place on fire a few times...



Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Imic on June 23, 2016, 12:00:34 am

Quote from: Imic on June 22, 2016, 11:58:13 pm

Quote from: Gwolfski on June 22, 2016, 03:18:46 am

Update soon! I havent forgotten!

Minor update: Almost set the place on fire a few times...

Sorry didn't mean to post this... Post above supposed to show this: http://m.imgur.com/gallery/iWKad22.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: QuQuasar on June 23, 2016, 12:26:14 am

Yeeeahhh, gonna hafta say "almost set the place on fire a few times" doesn't really count as an update, Gwolfski.

This succession farm has been characterised by some very detailed and interesting storytelling, so I think we're all expecting a wee bit more than single-sentence commentary.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Gwolfski on June 23, 2016, 03:28:19 am

((I'm travelling, so dont have much time but here goes something:))

The duke's ghost was floating around the smoldering buildings

Oh dear. Why? Why must all good things end this way? At least we have strawberries. However, I fear that I may be forgotten soon! This cannot be allowed to happen. Whatever shall I do?

Some time later

Oh, I know! I shall have a tavern built in my name! Oh yes! Hmm... where shall I put it? Ah, here! perfect! That building looked useless anyway. A nice tower will improve it. Get some walls here...

Some planning later

OI! you! Yes, I'm a ghost and I'm talking to you. Now listen up, cos it seems you're the only one who knows how to engrave! See that new building? There's plenty of exposed rock. Smooth it and carve engravings about me- oh, I'm the duke, don't ask- and you shall be named the Duke's Engraver!

-Yes sir!

Good good....

A few cave wheat beers later

Stone blocks will not do! We need rock! Homely rock! It seemse there is a cart filling station near the magma vent! Yes!

A near-catastrophe later

Oh... Not good at all.... DUMP THAT WATER NOW! Oh... safe.....

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Gwolfski on June 24, 2016, 04:36:20 am

Question: Are the raws modded in any way?

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Migrant on June 24, 2016, 04:50:11 am

Quote

Question: Are the raws modded in any way?

I think there is version change weirdness but no explicit modification of raws to my knowledge.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Gwolfski on June 24, 2016, 05:10:22 am

Good, I just was having a bit of graphics problems that somehow fixed themselves

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Gwolfski on June 25, 2016, 04:59:22 am

I'm amazed. Digging away obsidian gives me clay florrs

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 25, 2016, 05:47:04 am

I played it pure ASCII during my turn.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Gwolfski on June 25, 2016, 07:19:15 am

Thats sorted. But clay floors? Rooftop garden, anyone?

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Migrant on June 25, 2016, 09:45:33 am

How far into the year are you?

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Gwolfski on June 25, 2016, 02:08:51 pm

Journal of a ghost

The tavern is going along nicely... Maybe add some magma h- WHAT? Oh, elves....

Some time later

Send all meals to the Depot!

Why is noone doing it?

"LISTEN UP! All of you are to start hauling that stuff, NOW!

After trading

We bought the fun suff, the animals and some random crap cos I was half asleep at the time. Off you go, elves!

And judt in time. I built the magma ramp a bit off... Luckily, there was no flammabls there.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Gwolfski on June 27, 2016, 12:09:28 pm

I might've made a engraving that crashes the game when viewed. LOL

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 27, 2016, 01:01:26 pm

Gwolfski: I hate to be the person who says this, but I barely can follow what's going on in your turn as to provide commentary, feedback, or just see what's going on. Could we get some screenshot or something?

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Sanctume on June 27, 2016, 01:39:59 pm

It's a ghost, making random noises. You can't see ghosts unless you're being haunted.

I'm surprised that my daughter As is still alive from being stressed since year 5--must be that version upgrade.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Gwolfski on June 27, 2016, 03:03:36 pm

Ill try get screenshots up tommmroow. Meanwhile have this:

Journal of a ghost

Now we need a name.... How about \*incomprehensible noise\*. That actually means something? Wow. We have a tavern named the black ruler cat of ruling. Yay.

On another note, the engraver engraved a very wierd engraving in a corner. Somebody fell unconcious for looking at it too long. Oh dear....

Humans came! They gave a lift to a goblin guild representative. What does he want?

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Fleeting Frames on June 27, 2016, 08:12:26 pm

\*finally catches up\*

Nice fort, Breadbowl.

Peaceful, unique, featuring family drama and all the interpersonal conflict and ideas. DF storytelling doesn't have to feature death, destruction and demons every time...the most ghastly thing that happened was definitely the subtle tensions with Sanctume, his daughter and the mayor that didn't result in the daughter being hammered - it was quite intricate, and involved the typical succession fort multi-overseer clashes.

The world's best evil biome award goes to Hill of Death....Or Silent Hill, as Sanctume termed it. Appropriate, given how quiet it is. The water, however, is out to get dwarves. So many drownings....and 5 FPS. Yikes.

Of course, that was till the NCommander phenomenon attacked and occupied breadbowl. 0 oceans, 1 dragon, 2 werebeasts, 3 loyalty cascades and 101+ goblins....Are there any flying firebreathing titans to come flying down from the sky? At least there should be rocs.

And now Gwolfski is playing with fire again. Eek. I hope his ghost doesn't heat itself up in the magma and then set fire to the world again.

...Gwolfski, are you magmagunning the ocean?

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Gwolfski on June 27, 2016, 11:57:21 pm

No, but i think that wou raise fps

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 28, 2016, 11:24:31 am

Quote from: Fleeting Frames on June 27, 2016, 08:12:26 pm

Of course, that was till the NCommander phenomenon attacked and occupied breadbowl. 0 oceans, 1 dragon, 2 werebeasts, 3 loyalty cascades and 101+ goblins....Are there any flying firebreathing titans to come flying down from the sky? At least there should be rocs.

I find it amusing I'm considered a force of nature by Bay12 standards. The worse part is though I was a firefighter in real life.

As for the ocean, I put it back before I passed off the save. It should still be there.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Fleeting Frames on June 28, 2016, 02:43:52 pm

Yes, well, you were firefighter in Breadbowl too. After the burning of open flammables, the fort is certainly more fire-safe. It's a morbidly "good thing" in real life by the time you arrived place was already on fire so nobody could blame you. Instead, we shall blame Sad the Dragon (What a name!), and the previous overseers who made the place of wood.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Sanctume on June 28, 2016, 03:33:27 pm

The use of wood was a trend since the pick was not included in the embark wagon, and then the baby drowning while breaching the aquifer delayed stone use further.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Gwolfski on June 28, 2016, 04:17:43 pm

DFhack allowes you to engrave wierd stuff, such as (50 dorf faces)'s arm.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 28, 2016, 04:24:03 pm

Quote from: Sanctume on June 28, 2016, 03:33:27 pm

The use of wood was a trend since the pick was not included in the embark wagon, and then the baby drowning while breaching the aquifer delayed stone use further.

Honestly, won't have helped. Dragonfire can ignite anything that has a melting point. Even stone. (its coded as a temp of 50,000U).

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Fleeting Frames on June 28, 2016, 06:21:39 pm

Yes, but those things will then proceed to burn as normal fire, thus preventing the map looking like you embarked on black sand desert.

@Gwolfski: Where are you engraving that, though?

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Gwolfski on June 29, 2016, 06:57:42 am

Top left corner of obsidian room.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Gwolfski on June 29, 2016, 01:06:43 pm

Update: Seraching through my pictures folder. should get some screenshots up soon TM

EDIT: this is appropiate

Spoiler (click to show/hide)

found this lol https://www.google.pl/imgres?

imgurl=http%3A%2F%2Fi.imgur.com%2F7TcWEqz.jpg&imgrefurl=https%3A%2F%2Fwww.reddit.com%2Fr%2Fdwarffortress%2Fcomments%2F3f94ne%2Fi\_have\_this\_engraver\_who\_thinks\_hes\_real\_funny%2F&docid=YozSTTnHSIXCUM&tbnid=xeQ9IPAQ-

gzz2M%3A&w=1350&h=1359&client=firefox-b-

 $ab\&ved=0\\ahUKEwjDrf3Akc7NAhWjO5oKHYk6BaIQMwgIKAgwCA\&iact=mrc\&uact=8\&biw=1366\&bih=634$ 

more edit. dont have time to write up, some pics. We got a siege and human caravan. Militia, charge! http://imgur.com/a/Ux1c0

RIP, humans.

And this is how we deal with politicians....

The wrestler hacks the Guild Representative in the lower body with his <code>steel</code> battle axes, tearing apart the muscle through the ({cotton plant fiber trousers}) and spilling her foul guts!

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Fleeting Frames on June 29, 2016, 09:03:23 pm

That url... It's like 3 redirects and and a site who loves php a little too much.

Aw. Bye bye, goblin liason. You were cool while you lasted. Though I recall trade depot used to be in center.

Still, looking at those screenshots, it looks like the ocean catcher has unnecessary channeling ruination in it? I can't tell what the first one is supposed to indicate, though.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Gwolfski on June 30, 2016, 04:32:53 am

the first one is showing where the forbidden engraving is, and I think the goblin liason came through the battle arena and got chopped

EDit: I managed to lose the records of what I traded to the elves, but it was like 3 screens of roasts and 2 screeens of drink.

more edit: the elves are stil in the depot....

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on June 30, 2016, 07:24:24 am

Why do I get the sinking feeling we're going to get "The enemy has come to lay siege against the fortress ..."

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Gwolfski on June 30, 2016, 07:37:23 am

its the goblins. they scared the humans. I have a plan to lessen that in thr future.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: QuQuasar on June 30, 2016, 08:16:56 pm

Quote from: Gwolfski on June 30, 2016, 04:32:53 am

EDit: I managed to lose the records of what I traded to the elves, but it was like 3 screens of roasts and 2 screeens of drink.



Quote from: Gwolfski on June 29, 2016, 01:06:43 pm

The wrestler hacks the Guild Representative in the lower body with his Esteel battle axeE, tearing apart the muscle through the ((cotton plant fiber trousers)) and spilling her foul guts!

And this is how we deal with politicians....

Quote from: Gwolfski on June 30, 2016, 04:32:53 am
... I think the goblin liason came through the battle arena and got chopped

Examination of the wound indicates that Mr Sheneeko was killed with a steel weapon: an exceptional quality battle axe. The goblin hordes don't use steel.

I can only conclude that this was no accident. Gather the suspects: we've got a murrrrrder on our hands.

(Edit) Waaait a second, this isn't Mr Sheneeko. It's a female goblin! (in my defence, all goblins look the same) Why do we have female goblin guild representatives and why are we *murrrrrder*ing them? What is even going on in Breadbowl anymore? So confused.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: TheFlame52 on June 30, 2016, 08:25:50 pm

Goddammit Gwolfski! You do this in *every fort*. It was a bit funny the first time, it wasn't funny the second time, it certainly isn't funny now. Can't you play anything besides the stereotypical murderous baby's-third-fort? I thought you were an experienced player!

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: QuQuasar on June 30, 2016, 09:22:30 pm

Quote from: TheFlame52 on June 30, 2016, 08:25:50 pm

Goddammit Gwolfski! You do this in every fort. It was a bit funny the first time, it wasn't funny the second time, it certainly isn't funny now. Can't you play anything besides the stereotypical murderous baby's-third-fort? I thought you were an experienced player!

Take it easy. I'm not concerned about how Gwolfski plays. Secret murders are an overseers prerogative, and besides: how well one plays is secondary to how well they tell the story.

Which leads me to what I am concerned about: how well they tell the story.

Gwolfski: you've not been providing enough information to tell what's going on, haven't bothered trying to write much of anything in-

character, and failed to report trade quantities with the elves.

I don't expect every turn to be up to the same level of quality and effort as some of the *amazing* turns we've had to date, but right now you're really not clearing the minimum bar. So, prior warning: if this is the standard of quality we can expect for the rest of your turn, then I will have to consider nullifying it.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Imic on July 01, 2016, 12:51:56 am

Ooh, harsh.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Fleeting Frames on July 01, 2016, 03:12:02 am

Well, it is not like this is the first time trade amounts had been lost and thus discarded, but lot has been. Gwofski, what's up with your setup that you keep losing screenshots?

Still, I must admit that while you do some interesting stuff - A 50-layer engraving? That is cool - I have little idea where it is. Partly it is probably not having played the fort, granted. Still, that's not too good from either a story or a gameplay perspective - some things like stockpile and lever links are definitely non-obvious.

As a general personal request, would someone perhaps upload Breadbowl's map for viewing on that flash site with fort maps and movies? It'd be interesting to look at without DLing the fort and booting up.....

However, not like I have much stake in the fort - the FPS scares me ^^° Went ahead and DLed Ncommander's save, got 11 FPS viewing the surface level. And that's after Slusa Sad, tch.

Still, I learned few interesting things, such as

- the entire map edge having roads for some reason
- king's quarters being open to fliers/climbers
- 3 Kumil having climbed a tree
- even higher there being random useless ballista
- 3 artifact bags collecting sand
- only a door blocking beasts from all caverns to surface with multiple entrances
- first caverns being halfway walled off with over seven thousand webs
- stoys being halfway into the earth
- stocks showing 27k plants, 0 fish and 4-digit count of various clothing stuff.

(The fort lags if I try to scroll to thousands of blocks, for instance... I may be full of ram, but damn.)

With dfhack: clean all mud snow item removes 14,5k stuff, btw.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Gwolfski on July 01, 2016, 03:25:04 am

Well, I'm planing to get the save up today or tommorrow.

Journal of a ghost

We had a siege, just as the humans came, so no trading anything to them. They dropped a lot of random stuff here, though. Oh, the goblin politician must have been mistaken for one of the invaders when she was coming here. Or maybe she changed her mind? I don't understand goblins.

Other then that, it's rather quiet. Not much to write about. The new inn is almost finished, and the tunnels are nearly done, too. I think I'll replace the wooden roads, they are rather dangerous.

((OOC it really is boring. interesting stuff: goblin siege, goblin politicain getting slaughtered))

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Fleeting Frames on July 01, 2016, 03:32:54 am

Tunnels to where and for what purpose?

Screenshot of the inn? I hope is royal?

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Gwolfski on July 01, 2016, 03:34:57 am

I thought I mentioned the tunnels? Tunnels from inside the fort to map edges. For caravans and sieges.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Fleeting Frames on July 01, 2016, 03:39:35 am

Oh right > >

I don't really have a mental image of Breadbowl, though.

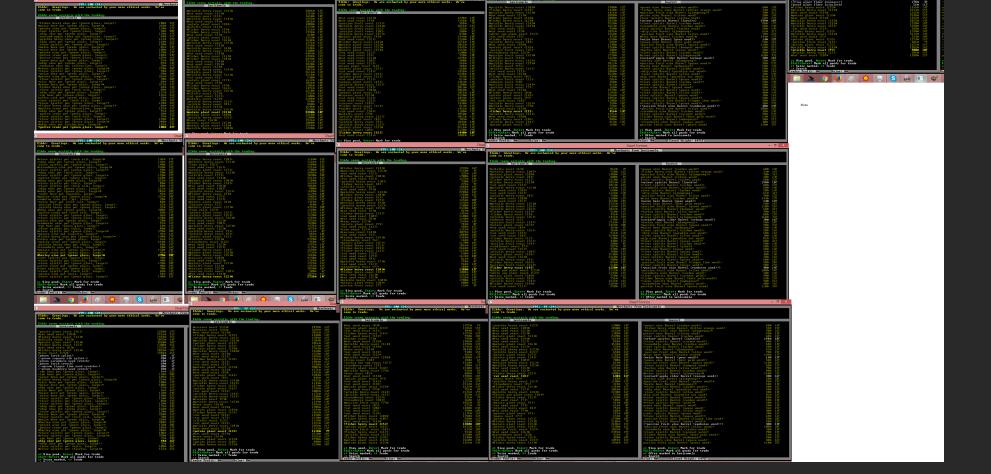
Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Imic on July 01, 2016, 03:55:05 am

ORANGES.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Gwolfski on July 01, 2016, 04:06:06 am

I found what I traded to the elves, cos they never left.

Spoiler (click to show/hide)



Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Fleeting Frames on July 01, 2016, 04:29:48 am

Nice. I've come to wonder...what level of social skills/appraiser does the broker have?

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Gwolfski on July 01, 2016, 04:43:50 am

I have no idea, he's always off doing god knows what, so random dofs trade. Actually, its the same guy since th elves. He never left the depot

Just saw this, btw http://www.bay12forums.com/smf/index.php?topic=159142.0

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Gwolfski on July 03, 2016, 06:59:21 am

Apologies, got hit by windows update last night. Uploading save over my crappy mobile internet again

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Gwolfski on July 03, 2016, 05:51:44 pm

My internet is too unstable to upload the whole file, so i had to do it in chunks. I trust you can reassemble the pieces

http://dffd.bay12games.com/file.php?id=12215

http://dffd.bay12games.com/file.php?id=12216

http://dffd.bay12games.com/file.php?id=12217

http://dffd.bay12games.com/file.php?id=12218

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: TheFlame52 on July 03, 2016, 05:58:50 pm

Me next. Oh boy. I may or may not be able to pull off my master plan, depending on how fucked the fort is.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Gwolfski on July 03, 2016, 06:03:18 pm

Oh, I ended a month early, couldnt stand it. Although I have had an idea now, calculate how much fastdwarf speeds dwarves up, then use the timestrean.lua script to speed time up by that amount.

lets say fastdwarf speeds dorfs up 5 times.

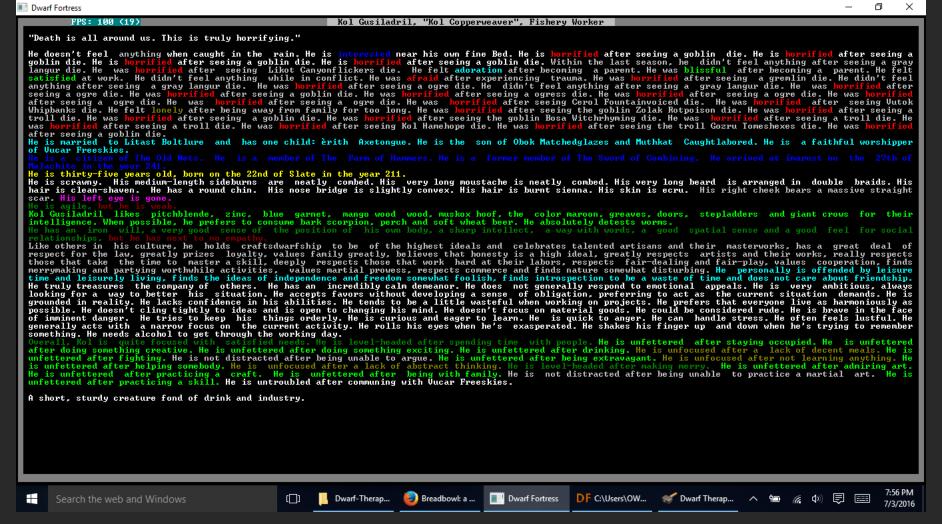
we do 'fastdwarf 2 0' (2 so all creatures are affeced)

then 'timestream 5' (the timestream.lua script has to be downloaded and put into the scripts folder)

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: TheFlame52 on July 03, 2016, 07:11:54 pm

I present to you, the most badass dwarf in Breadbowl.

Spoiler: Large (click to show/hide)



His name is Kol Copperweaver, already off to a good start. He has a wife and infant daughter. Don't let the profession fool you, he's an off-duty speardwarf. He's fairly young, but is missing an eye and has a badass scar on one cheek. He's brave, calm, and resistant to stress. He has a sharp mind. He hates slackers and cowards. He once made an artifact glumprong door with pictures of elves getting killed on it.

SO GUESS WHOSE PERSPECTIVE MY UPDATES ARE GOING TO BE FROM

((Imgur is being shitty so there probably won't be many images, but I'll try to make detailed posts anyway.))

### Title: Re: Breadbowl: a Succession Farm [42.06] Post by: TheFlame52 on July 04, 2016, 10:41:30 am

Journal of Kol Copperweaver

Opal

Me and some of the guys, we couldn't take it any more. The Duke's ghost murdering everyone, ruining Breadbowl's good name. We couldn't oppose him in public, of course, so we met in secret. We had one of the engravers make a slab for him and that was that. Everyone was a bit dazed after months of ghost-murder, so nobody really questioned things when I declared myself overseer. Anyway, that's how I ended up in charge.

I took the chance to correct some things I never had the authority to fix. First, I assigned a bunch of animals to be trained. Fools! If you don't train those animals, they'll go wild! Then I ordered the dumping of a lot of trash. We have entirely too much hair, scale, cartilage, and feathers clogging the refuse piles.

Obsidian

There's been a lot of tantruming and unhappiness lately. I fear for the fortress. Between the dragon, the werebeasts, the tantrums, and the murderous ghost, I decided to tell the dwarven caravan to leave empty. I promised them extra food next time, but there was so much chaos here we couldn't spare anything.

I will now devote the rest of my effort to saving the fortress.

First: There are corpses just laying everywhere. We need coffins. Production will begin immediately. Also, some ghosts need slabbing.

((Can I use DFhack to clean up?))

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Gwolfski on July 04, 2016, 10:43:24 am

((i ran the clean command and all the 'performance tweaks' in dfhack all the time))

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on July 04, 2016, 04:50:57 pm

Can we get a summary of how the fort is; what's standing, etc? I honestly can't tell what happened through gwolfski's turn or even what started the fire ...

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Fleeting Frames on July 04, 2016, 06:09:22 pm

Gwolfski was casting obsidian for cooler rooms to smooth and engrave.

What resulted were some of the hottest rooms in the fortress, I guess.

Also, my mental headcanon is that Gwolfski runs DF off a windows smartphone.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: TheFlame52 on July 04, 2016, 07:00:41 pm

Journal of Kol Copperweaver

Granite

The new year! Coffin production is going well. I found a large empty room underground, so we're slowly filling it with coffins. Bodies are being buried. People are no longer being horrified by the corpses of their dead family members. Things are getting better.

It seems I was mistaken. The dead Duke traded with the dwarven caravan before we slabbed him. That explains their confusion when I told them we wouldn't be trading.

I reshuffled the military. Miners and woodcutters are no longer in civilian squads. I replaced the old captain of the guard with Murky. She is the biggest and strongest dwarf I have ever seen. ((Murky's strength is in the 4000s. The next strongest dwarf is in the high 2000s.)) Hopefully her presence will deter lawbreakers. Also, there is no more guard, only Murky.

Two of the most stressed dwarves went insane. Also, Bearskie murdered the farmer Lorbam during a tantrum. As punishment, Murky caved in his skull with one punch. I sent my condolences to their spouses. Apparently we have a Viscount and Viscountess here, so they have taken over Bearskie's offices as broker and bookkeeper. Taupe is now the last remaining founder.

The elven caravan has arrived. The dwarves scramble to bring all the food and drink to the depot.

Murky executed another dwarf, this one a recruit named Iteb.

Migrants, five of them, mostly useless. We can always use more farmers.

Murky executed a recruit named Iton. Also, the insane from earlier have finally died. Their bodies were buried immediately. PROGRESS!

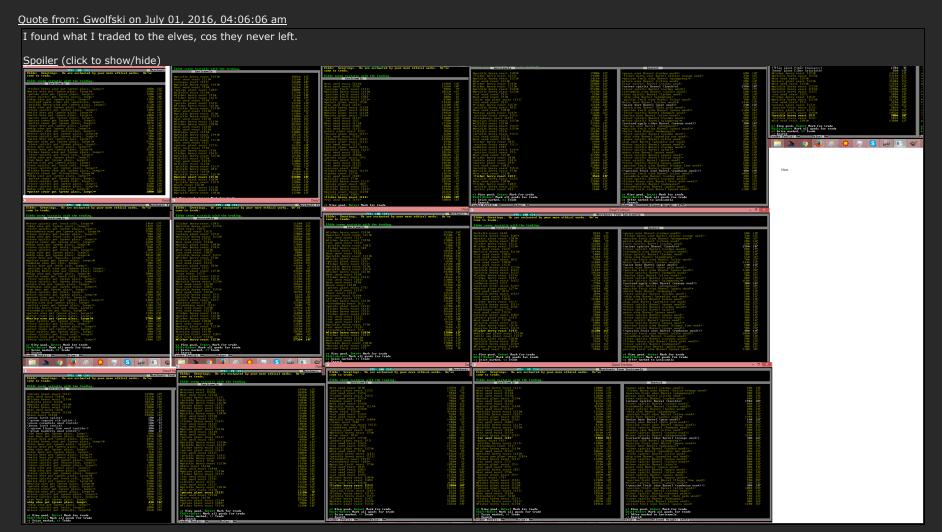
Quote from: NCommander on July 04, 2016, 04:50:57 pm

Can we get a summary of how the fort is; what's standing, etc? I honestly can't tell what happened through gwolfski's turn or even what started the fire ...

Pretty much everything is fine. We're missing quite a few doors, though, we're at 130 dwarves and dropping, and there's ten times as much work as dwarves. And ghosts everywhere. And there was an unsealed route from the edge of the map straight into the fort. Pretty tame for a Gwolfski turn.

I have the images from the trade, but Imgur is being a shit, so no pics yet.

# Title: Re: Breadbowl: a Succession Farm [42.06] Post by: QuQuasar on July 04, 2016, 11:30:09 pm



#### \*Stares\*

I'm guessing you didn't see the easy way to record trade quantities explained in the first post. I'm not going to even try tallying that lot up. 0 points.

#### Quote

. I replaced the old captain of the guard with Murky. She is the biggest and strongest dwarf I have ever seen.

Good to see my militia-dwarf coming to prominence in the narrative. I'm sure she will do her patron proud...

#### Quote

Bearskie murdered the farmer Lorbam during a tantrum. As punishment, Murky caved in his skull with one punch.

Quote

Murky executed another dwarf, this one a recruit named Iteb.

Quote

Murky executed a recruit named Iton.

\*single tear\* ... so very proud.

Goodbye dear Bearskie. Your communist revolutions against the capitalist bourgeois will be sorely missed.

Taupe is the last one of us left alive? I'm impressed, but not surprised. If any dwarf was able to survive the hamsters rampage, it would be Taupe.

# Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Fleeting Frames on July 05, 2016, 04:02:23 am

Quote from: QuQuasar on July 04, 2016, 11:30:09 pm

I'm guessing you didn't see the easy way to record trade quantities explained in the first post. I'm not going to even try tallying that lot up. 0 points.

To be fair, I recall somebody - I think Sanctume? - reporting that those failed to corresponded properly.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: TheFlame52 on July 05, 2016, 08:46:41 am

I did it like Gwolfski did it since it's been so long since the updates before him.

## Title: Re: Breadbowl: a Succession Farm [42.06] Post by: NCommander on July 05, 2016, 11:49:57 am

Honestly, at this point, I'm expecting when Breadbowl falls, Taupe will be the last dwarf standing in a wasteland of crumbs.

## Title: Re: Breadbowl: a Succession Farm [42.06] Post by: TheFlame52 on July 05, 2016, 01:42:29 pm

#### Haggard:

- ToniK
- Moonythehuman

#### Stressed

- Tonnot
- the queen
- Darzen

#### A bit stressed

- the king
- Crazy Blades
- Pyro
- Kol (my dwarf)
- Techno

#### Just fine

- Sanctume
- Murky
- Taupe

Pyro and Tonnot are married. Also, the two happiest dwarves in the fort are orphans. Taupe is #5.

### Title: Re: Breadbowl: a Succession Farm [42.06] Post by: TheFlame52 on July 05, 2016, 02:10:02 pm

I lost some progress. On the bright side, it wasn't much and now I know where the game-crashing engraving is. GWOLFSKI!

((By the way, I added in the alcohol syndrome and child states for giant olms and GCS.))

## Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Fleeting Frames on July 05, 2016, 02:39:24 pm

Wouldn't that result in raw mismatch problems for future overseers?

Ignoring that, whether it is a benefit....Being tameable in 1 job instead of never, always needing taming makes for easier food production. But on the flip side, given olms and GCS don't drink anything being slowed down by booze withdrawal might prevent their breeding.

(Surprised someone looks at engravings)

## Title: Re: Breadbowl: a Succession Farm [42.06] Post by: TheFlame52 on July 05, 2016, 03:53:09 pm

Quote from: Fleeting Frames on July 05, 2016, 02:39:24 pm

Wouldn't that result in raw mismatch problems for future overseers?

I have no idea what you're talking about.

Quote from: Fleeting Frames on July 05, 2016, 02:39:24 pm

But on the flip side, given olms and GCS don't drink anything being slowed down by booze withdrawal might prevent their breeding.

That only happens to dwarves because dwarves are alcohol-dependent.

EDIT: I obsidianized the engravings with DFhack, but now they're just on the obsidian. None of the miners will work.

## Title: Re: Breadbowl: a Succession Farm [42.06] Post by: NCommander on July 05, 2016, 04:04:32 pm

Quote from: TheFlame52 on July 05, 2016, 03:53:09 pm

Quote from: Fleeting Frames on July 05, 2016, 02:39:24 pm

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But on the flip side, given olms and GCS don't drink anything being slowed down by booze withdrawal might prevent their breeding.

That only happens to dwarves because dwarves are alcohol-dependent.

EDIT: I obsidianized the engravings with DFhack, but now they're just on the obsidian. None of the miners will work.

Delete everyones labors with therapist, let them idle, then let them go again. I've been able to that to fix them not working.

Also, unrelated, I managed to top my fortress burning shenanigans from Breadbowl in throwback fortress:). 102 dwarfs dead within a month with one fire and no magma.

# Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Mr Frog on July 05, 2016, 04:07:11 pm

Quote from: TheFlame52 on July 05, 2016, 03:53:09 pm

Quote from: Fleeting Frames on July 05, 2016, 02:39:24 pm

Wouldn't that result in raw mismatch problems for future overseers?

I have no idea what you're talking about.

Modifying the raws in a save file can cause inconsistencies with the save data, leading to Bad Things.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on July 05, 2016, 04:23:02 pm

Quote from: Mr Frog on July 05, 2016, 04:07:11 pm

Modifying the raws in a save file can cause inconsistencies with the save data, leading to Bad Things.

It's generally safe if you modify tags of an existing object to add one or two things. Rewriting booze to be another would be a bad thing. \*/2 cents\*

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Gwolfski on July 05, 2016, 05:24:33 pm

I told you where it is. There's only one, unless I accidentally did another one.

Quote from: Fleeting Frames on July 04, 2016, 06:09:22 pm

Also, my mental headcanon is that Gwolfski runs DF off a windows smartphone.

I run it on a windows xp latop :P

(not really, shitty windows 8 laptop, Howeber the old laptop runs df quite good, but it would turn into toast if I ran breadbowl on it...)

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: TheFlame52 on July 05, 2016, 05:32:20 pm

As long as you only change things and don't add anything, everything is fine. I changed booze to be alcoholic and now our dwarves get drunk. I changed some critters to have kids and now they have kids. Everything is fine.

Kol Copperweaver's Journal

Slate

blah blah murky arrested someone also the king sentenced the hammerer to ten hammerstrikes

elves left also we have animals

fuck roleplaying

Felsite

Things seem to have calmed down. I can focus on my military training while the fortress runs itself. Tantrums have mostly stopped, probably because everyone who was tantruming is dead or in jail. Good job, Murky. Also, a cook and a weaver have gone insane. ((ToniK is now the most stressed dwarf. Also, all the haggard dwarves 'give up easily' and will therefore go melancholy.))

I ordered some weapon traps to be built in the barracks hallway and filled with goblin weapons. Every enemy those traps kill is one we don't have to. Cowardice? Survival.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: TheFlame52 on July 05, 2016, 08:18:32 pm

((Fun fact: The two insane dwarves both have forumite kills. Also, the stressed dwarves are getting BETTER! Now what should I order from the humans?))

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: QuQuasar on July 06, 2016, 12:02:01 am

Quote from: Fleeting Frames on July 05, 2016, 04:02:23 am

Quote from: QuQuasar on July 04, 2016, 11:30:09 pm

I'm guessing you didn't see the easy way to record trade quantities explained in the first post. I'm not going to even try tallying that lot up. 0 points.

To be fair, I recall somebody - I think Sanctume? - reporting that those failed to corresponded properly.

No, everyone before NCommander (who didn't manage to trade due to all the death and fire) reported their total trade quantities. I just got lazy and didn't keep the OP up to date, so Sanctume (bless his =pig tail fiber mittens=) scoured the thread for the ones I missed.

Quote from: TheFlame52 on July 05, 2016, 08:46:41 am

I did it like Gwolfski did it since it's been so long since the updates before him.

I'll only record your trade quantities if I get a number for each trade. As much as I'd like to know how much The Great Doom Fire Of Doom affected our production, (this was part of the reason I was so grumpy with Gwolfski), I simply don't have the spare time to tally up pages upon pages of trade screens.

Quote from: TheFlame52 on July 05, 2016, 08:18:32 pm

Now what should I order from the humans?

I doubt we need much. Maybe some iron objects for melting, but beyond that most tradestuff is just clutter.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on July 06, 2016, 12:04:14 am

I actually did manage to trade on my turn. The elfs actually escaped the fortress burning down, and I believe I also traded with the humans. I didn't trade with the last dwarven cavern though, though I like the idea that conceptionally, I shipped out a lot of burnt food:)

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Sanctume on July 06, 2016, 12:37:55 am

Trade requirement was a simple screen shots of before and after on food and drinks. That was how I got the info from previous posts.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Imic on July 06, 2016, 10:05:21 am

Could I have a dorf called Gordak.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: TheFlame52 on July 06, 2016, 02:06:23 pm

Quote from: Sanctume on July 06, 2016, 12:37:55 am

Trade requirement was a simple screen shots of before and after on food and drinks. That was how I got the info from previous posts.

Okay, I can't do it for the elves, but I can do it for the humans.

Quote from: Imic on July 06, 2016, 10:05:21 am

Could I have a dorf called Gordak.

Any preferences?

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: TheFlame52 on July 06, 2016, 06:07:15 pm

Kol Copperweaver's Journal

Felsite

The humans have arrived! Everyone rushes to bring food and drink to the depot. The guild representative painted a grim picture of the world.

Hematite

We traded with the humans. 5756 units of drink and an unknown amount of prepared meals. My sums don't seem to add up. ((Really, we had more 'other' after the trade than before. No game time elapsed during that interval.)) In return we received some iron goods for melting.

One of the insane dwarves died.

Malachite

The humans left. Migrants arrived, five of them, one of which was named Gordak. What an odd name.

There was a cave-in next to the depot for some reason. Several dwarves were knocked out, two were injured, and someone's pet goose died. A barrel stockpile was destroyed, but most importantly, a lot of our meals were covered in dust! Hopefully they can be salvaged.

The weapon traps are done! Hopefully they take a chunk out of this year's goblin invasion.

OH MY FUCK. WHAT IS HAPPENING. LOYALTY CASCADE IN THE BARRACKS TOWER. A TANTRUMING RECRUIT TRIGGERED IT BY THROWING A SEED. Okay, it's confined there thanks to some locked doors, but lots of dwarves are dead or dying or being killed.

Okay. It's over. Moony, Gordak, and Pyro are all dead. So are nine other dwarves. It's a good thing I made all those coffins! We also have one axedwarf who killed six others, losing his foot in the process. Also there is an orphan baby crawling around. I have named her Tough Kid because she doesn't care about anything anymore.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Kahlish on July 07, 2016, 02:20:02 am

I guess someone planted the seeds of discord right there.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Fleeting Frames on July 07, 2016, 02:25:16 am

Press z, right and enter to see kitchen orders; tab to seeds and enable cooking of seeds of discord with c.

Find a kitchen in the gigantic mess and put "make lavish meal" on repeat.

Hope the planted seeds don't grow into trees of disco.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Imic on July 07, 2016, 05:43:17 am

Could Gordak be a hammerdwarf pluz?

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Migrant on July 07, 2016, 01:43:37 pm

Quote from: TheFlame52 on July 05, 2016, 08:18:32 pm

((Fun fact: The two insane dwarves both have forumite kills. Also, the stressed dwarves are getting BETTER! Now what should I order from the humans?))

It is too late know but I think ordering rocks is a great idea because the weigh a lot and buying them frees up a lot of weight. Things made of metal we don't have are good too. Codices might be interesting as well. Clear glass and materials for making it.

Could I get some information about how the fort is doing? Pop count, various professions and other interesting tidbits.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Gwolfski on July 07, 2016, 02:33:59 pm

Downoad the lates save

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: TheFlame52 on July 07, 2016, 08:42:31 pm

Quote from: Imic on July 07, 2016, 05:43:17 am

Could Gordak be a hammerdwarf pluz?

There's a rule against renaming dwarves, but I'll make an exception. Gordak was only in the fort a month, and having two dwarves with the same name isn't unheard of.

Quote from: Migrant on July 07, 2016, 01:43:37 pm

It is too late know but I think ordering rocks is a great idea because the weigh a lot and buying them frees up a lot of weight. Things made of metal we don't have are good too. Codices might be interesting as well. Clear glass and materials for making it.

Weight isn't a problem. We only need iron. Codices don't exist because this is an old save. We produce clear glass in industrial quantities already.

Kol Copperweaver's Journal

Felsite (cont.)

The corpses were cleaned up and life returned to mostly normal. With only 122 dwarves, we can't afford to rebuild the military. We have too much work for the workforce we have as it is!

A crazy dwarf died. ((This one killed Quasar. I HAVE AVENGED YOU))

Keets hatched. Shitloads of them. Also, shitloads of giant olms.

A planter killed a legendary leatherworker - the queen's mother! The planter was then executed by Murky. Now we have 119 dwarves.

If a giant fire-breathing winged slug shows up in the third cavern and no one is around, do I give a shit?

Galena

I didn't mention this before, but I quintupled everyone's alcohol rations when I became overseer. It's part of the reason I'm still in power. Aside from a few far-gone dwarves, pretty much everyone is feeling happier. Piles of goblin corpses don't seem so horrifying through a haze of alcohol. ((I'm going by ToniK's stress level. She was at 490k when I took the save. Now she's at 401k. There are only four haggard dwarves now.))

Also when I first became overseer, I ordered the constant production of totems. Finally, eight months later, we've run through the whole pile! Stocks say that's about 300 skulls out of our overloaded refuse stockpiles.

I don't look up much. I mostly look at the ground so I don't trip on shit. I did today. Turns out, there's a really high tower in the northwest corner of Breadbowl. I asked around and some overseer had it built for themselves. There's a little room up there and nobody lives in it. Well, that's MY tower now.

Apparently we have no surgeons. None. This has been rectified.

A spinner was roasted by the fire-breathing leech. Apparently it could have just waltzed in at any time. You want to know what stopped it? MY GLUMPRONG DOOR! Also the door is on fire forever now. I locked the hatches that would have let the FB in, by the way.

### Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Fleeting Frames on July 08, 2016, 08:24:43 am

Sounds like you gave a shit about slug/leech...Wait, are those different beings or same thing?

Anyway, hope you can put the poor door out. Smoke drains FPS, iirc.

How many butchers does the fort have working full-time, anyway?

## Title: Re: Breadbowl: a Succession Farm [42.06] Post by: TheFlame52 on July 08, 2016, 08:53:05 am

Quote from: Fleeting Frames on July 08, 2016, 08:24:43 am

Sounds like you gave a shit about slug/leech...Wait, are those different beings or same thing?

Anyway, hope you can put the poor door out. Smoke drains FPS, iirc.

How many butchers does the fort have working full-time, anyway?

Same thing. The door sounds like someone else's problem, I don't give any fucks. No butchers right now, though I should probably slaughter some animals.

### Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Sanctume on July 08, 2016, 10:11:34 am

Slugs are your friends, they eat plants and elves alike. Leeches, well they are blood suckers stealing from Armok's blood tributes.

## Title: Re: Breadbowl: a Succession Farm [42.06] Post by: TheFlame52 on July 08, 2016, 01:43:08 pm

Okay guys, I realized I'm not going to be able to finish the year before I go on a quick vacation. No save for you though. I'll be back on the 17th. A vile force of darkness has arrived!

## Title: Re: Breadbowl: a Succession Farm [42.06] Post by: MoonyTheHuman on July 08, 2016, 01:47:36 pm

Can i be brought back as a male mechanic named ruthra

# Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Madman198237 on July 08, 2016, 10:16:13 pm

Just read through this entire fort in about two days.

Awesome. Sheer awesome.

## Title: Re: Breadbowl: a Succession Farm [42.06] Post by: TheFlame52 on July 17, 2016, 06:35:54 pm

Quote from: MoonyTheHuman on July 08, 2016, 01:47:36 pm

Can i be brought back as a male mechanic named ruthra

We don't have any mechanics.

Kol Copperweaver's Journal

Limestone

Shouts come from the east! A vile force of darkness has arrived! Close the gates! Marksdwarves to the walls! I dread what will come next... the sieges until now have brought nothing but terror and death to this fortress. But we will stand.

WHAT!? The enemy is twelve bowgobs! Open the gates! CHAAAAAAAAAAAARGE!

Murky, bless her, got to the battle first. She would have killed all of them had she not become preoccupied trying to hack through an unconscious goblin's helm. Both her axe and the helm were iron. I need to get her a new axe. Several other axelords mopped up the rest. I didn't even get any action. Also, a goblin got inside the fort somehow, but it was torn apart by several wandering monitors. I think it might have climbed a nearby tree. I have ordered it chopped down.

One wounded monitor, ten dead goblins. Two got away. Also we caught a human snatcher.

The dwarven caravan has arrived! Dwarves begin hauling things to the depot. One wagon apparently tipped and now we own its contents.

The fire-breathing leech somehow died. Also, a planter was executed by the hammerer.

Some animals are going wild and are either being killed or recaptured.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Fleeting Frames on July 17, 2016, 09:25:14 pm

Yikes. If you're getting iron/bronze enemies, the cutting weapons really need to be steel, at least.

Granted, the goblins may not wear much armor, but in my arena tests steel axes were uttarly unable to do worse than bruise through steel armor, even on neck strikes (meanwhile, I get featherwood minecart ripping out throats through armor z,z).

How did the wagon tip over, scuttled itself in fear of dead goblins?

That hammerer sounds more dangerous to the fortress than a vampire mayor.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Mr Frog on July 17, 2016, 09:31:59 pm

**BREADBOWL LIVES** 

(AT LEAST FOR THE MOMENT)

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Imic on July 18, 2016, 07:13:22 am

Wow. Just wow. This- is a complete mess. Wow.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on July 18, 2016, 07:35:34 am

Quote from: Fleeting Frames on July 17, 2016, 09:25:14 pm

Yikes. If you're getting iron/bronze enemies, the cutting weapons really need to be steel, at least.

Granted, the goblins may not wear much armor, but in my arena tests steel axes were uttarly unable to do worse than bruise through steel armor, even on neck strikes (meanwhile, I get featherwood minecart ripping out throats through armor z,z).

How did the wagon tip over, scuttled itself in fear of dead goblins?

That hammerer sounds more dangerous to the fortress than a vampire mayor.

We have a goblin problem to say the least. At least we can mostly seal the fort. Still, I have the feeling our end is near.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: TheFlame52 on July 18, 2016, 08:52:18 am

Quote from: Fleeting Frames on July 17, 2016, 09:25:14 pm

How did the wagon tip over, scuttled itself in fear of dead goblins?

That hammerer sounds more dangerous to the fortress than a vampire mayor.

Fuck if I know, but the goblins were dead when the merchants came. Also the hammerer has only killed one person, it's Murky the captain of the guard who keeps killing everyone. But she only kills tantrumers, so it's fine.

Quote from: NCommander on July 18, 2016, 07:35:34 am

We have a goblin problem to say the least. At least we can mostly seal the fort. Still, I have the feeling our end is near.

We have the opposite of a goblin problem. We've gotten to the point where every siege is wimpier than the last, having chewed through the goblins' reserves. I'll check legends when the year is over.

Quote from: Imic on July 18, 2016, 07:13:22 am

Wow. Just wow. This- is a complete mess. Wow.

Except for the military loyalty cascade, I don't know what you mean. Everything is fine.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Sanctume on July 18, 2016, 08:53:05 am

Goblins aren't a real threat. They've been coming often since year 4 when there were less than 10 non-elite melee and 10 range soldiers.

Using civ burrows, and splitting the siege via the bridges is one way to handle the horde.

Engaging them with marksdwarfs on the walls is just asking for your own trouble though.

For a fort from v40, the individual stresses that goes above 100-300k, do the temple / tavern address those "feelings" stats, compared to the v42 need based stats of socialize and worship and craft?

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: TheFlame52 on July 18, 2016, 04:57:38 pm

If I used DFhack liberally and played this fort for five years running, I might be able to clean this fort up. As it is the fort grinds to a halt three months out of the year when the caravans arrive and dwarves haul things to the depot. I am playing this lagfest at 5 FPS, which is why my updates are so slow.

I just played like two months and my computer crashed. No update today.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Gwolfski on July 18, 2016, 05:10:24 pm

Quote from: TheFlame52 on July 18, 2016, 04:57:38 pm

If I used DFhack liberally and played this fort for five years running, I might be able to clean this fort up. As it is the fort grinds to a halt three months out of the year when the caravans arrive and dwarves haul things to the depot. I am playing this lagfest at 5 FPS, which is why my updates are so slow.

I just played like two months and my computer crashed. No update today.

I played it first at 1, then dfhack clean put it up to six, whicj csmr doen to about 3 or 4

### Title: Re: Breadbowl: a Succession Farm [42.06] Post by: NCommander on July 18, 2016, 05:38:27 pm

Quote from: TheFlame52 on July 18, 2016, 04:57:38 pm

If I used DFhack liberally and played this fort for five years running, I might be able to clean this fort up. As it is the fort grinds to a halt three months out of the year when the caravans arrive and dwarves haul things to the depot. I am playing this lagfest at 5 FPS, which is why my updates are so slow.

I just played like two months and my computer crashed. No update today.

The problem is being caused by the ocean evaporating creating constant flows. I tried to DFhack the tempature without avail to fix it. Part of me things we should just DFhack out the ocean ...

# Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Gwolfski on July 18, 2016, 05:52:21 pm

Quote from: NCommander on July 18, 2016, 05:38:27 pm

Quote from: TheFlame52 on July 18, 2016, 04:57:38 pm

If I used DFhack liberally and played this fort for five years running, I might be able to clean this fort up. As it is the fort grinds to a halt three months out of the year when the caravans arrive and dwarves haul things to the depot. I am playing this lagfest at 5 FPS, which is why my updates are so slow.

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I seem to recall the ocean mysteriously disappeared during your turn

### Title: Re: Breadbowl: a Succession Farm [42.06] Post by: NCommander on July 18, 2016, 06:04:35 pm

Quote from: Gwolfski on July 18, 2016, 05:52:21 pm

Quote from: NCommander on July 18, 2016, 05:38:27 pm

Quote from: TheFlame52 on July 18, 2016, 04:57:38 pm

If I used DFhack liberally and played this fort for five years running, I might be able to clean this fort up. As it is the fort grinds to a halt three months out of the year when the caravans arrive and dwarves haul things to the depot. I am playing this lagfest at 5 FPS, which is why my updates are so slow.

I just played like two months and my computer crashed. No update today.

The problem is being caused by the ocean evaporating creating constant flows. I tried to DFhack the tempature without avail to fix it. Part of me things we should just DFhack out the ocean ...

I seem to recall the ocean mysteriously disappeared during your turn

I put it back. And I hadn't DFhacked out the ocean at all. I just abused how Dwarf Fortress handles liquids:)

# Title: Re: Breadbowl: a Succession Farm [42.06] Post by: TheFlame52 on July 19, 2016, 12:13:52 am

Quote from: NCommander on July 18, 2016, 06:04:35 pm

I put it back. And I hadn't DFhacked out the ocean at all. I just abused how Dwarf Fortress handles liquids :)

I know, I saw how you did it. But why is the ocean evaporating?

# Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Fleeting Frames on July 19, 2016, 12:43:28 am

Because it is in scorching biome, I guess.

A good reason to build minecart elevator to obsidianize the ocean, I guess. Might want to leave 1 scorching square in a corner for more ocean life variety, though.

This would also get the fortress a new farming area.

# Title: Re: Breadbowl: a Succession Farm [42.06] Post by: TheFlame52 on July 20, 2016, 05:52:33 pm

Kol Copperweaver's Journal

Sandstone

4 migrants

traded 3786 drink and 114 prepared meals, which doesn't sound right, for one steel bar

wild boar killed a clothier, 120 dwarves

took all the tantrumers out of the military

giant olm meat rotting in the butcher's shops

fuck this i'm burned out

### Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Sanctume on July 20, 2016, 06:41:31 pm

Quote from: TheFlame52 on July 20, 2016, 05:52:33 pm

i'm burned out

And thus TheFlame bursts into a bright bloom, only to consume itself, leaving cold ash blown away into the winds. A cackle of glee can be heard as the profane smoke drifts over Breadbowl.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Fleeting Frames on July 20, 2016, 06:56:29 pm

Are we to expect a save?

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: TheFlame52 on July 20, 2016, 07:18:12 pm

Nah. More updates tomorrow. But that's the third time I played Sandstone and 5 FPS forts kill me.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on July 21, 2016, 07:46:18 pm

I'm honestly curious if Breadbowl will be the fort that breaks TheFlame52's fortresss resurrection streak.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Imic on July 22, 2016, 12:58:43 am

Quote from: NCommander on July 21, 2016, 07:46:18 pm

I'm honestly curious if Breadbowl will be the fort that breaks TheFlame52's fortresss resurrection streak.

His... Resurrection streak?

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: NCommander on July 22, 2016, 08:42:23 am

Quote from: Imic on July 22, 2016, 12:58:43 am

Quote from: NCommander on July 21, 2016, 07:46:18 pm

I'm honestly curious if Breadbowl will be the fort that breaks TheFlame52's fortresss resurrection streak.

His... Resurrection streak?

He has a habit of coming into dead fortresses, spinning the wheels, cleaning the floors, and turning updates in stupid short amount of time.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Imic on July 22, 2016, 11:32:22 am

Quote from: NCommander on July 22, 2016, 08:42:23 am

Quote from: Imic on July 22, 2016, 12:58:43 am

Quote from: NCommander on July 21, 2016, 07:46:18 pm

I'm honestly curious if Breadbowl will be the fort that breaks TheFlame52's fortresss resurrection streak.

His... Resurrection streak?

He has a habit of coming into dead fortresses, spinning the wheels, cleaning the floors, and turning updates in stupid short amount of time.

Aaaaaaah. I knew that he did that, but I didn't know that it was the ressurection streak that people often reffered to.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: TheFlame52 on July 22, 2016, 04:15:22 pm

Quote from: NCommander on July 21, 2016, 07:46:18 pm

I'm honestly curious if Breadbowl will be the fort that breaks TheFlame52's fortresss resurrection streak.

NEVER FEAR, UPDATES ARE HERE!

Journal of Kol Copperweaver

Timber

Nothing much happened this month, but near the end, we caught a giant hamster. Many of the older dwarves expressed fear, but it's probably nothing.

((I disabled a pump pumping water from the ocean up a level for no reason, and now I'm getting SIX FPS!))

Moonstone

Some ghosts were slabbed. I think we've slabbed everyone who isn't buried.

The Mountain Titan Um Anuomo has come! A huge blob composed of billon. It has wings and it has an austere look about it. Beware its poisonous sting!

=Press Enter to close window=

OH SHIT SON EVERYONE ATTACK NOW

Well, that was anticlimactic. A single suturer was stung to pieces, a craftsdwarf workshop was toppled, and then Fath the adept axedwarf killed it. She cut the thing in half with a single blow.

Fath Alåthnefek, Titanslayer has bestowed the name Murakkezar upon a steel battle axe!

Press Enter to close window

Good for her. Everyone back to work!

Oh yeah. Also, at the same time as the titan, some gray langurs attacked. One almost stole AN ARTIFACT ADAMANTINE BATTLE AXE. WHY ISN'T ANYONE USING THAT!? But the civilian squads dispatched two langurs and the rest were caught in cage traps.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Sanctume on July 22, 2016, 04:59:24 pm

Those gray langurs are quite a distraction. Back in my days, I had the new Watcher recruits hunt them for practice and meat, only to have the profane smoke come knocking down ole Duke Gwolfski in the process to no permanent effect.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: TheFlame52 on July 23, 2016, 08:26:24 pm

Kol Copperweaver's Journal

Opal

A flame blob showed up in the third cavern. It's boiling the lake. I couldn't care less. ((Great, more water lag.))

I'm now a spearmaster! I can't believe less than a year ago I was barely a trainee!

Tough Kid grew up. Now she can get her own food and booze.

Obsidian

A lot of the old skeletons are getting butchered. We now have dragon bones! I forbid them for now.

```
The Forgotten Beast Sedme Thudel Mobmu has come!
An enormous pterosaur with external ribs. It has four stubby horns and it has a gaunt appearance.
Its eyes glow spring green. Its pink scales are large and overlapping. Beware its deadly spittle!

Press Enter to close window
```

A forgotten beast showed up in the first cavern. I am going to go kill it. This is my first kill. I hope I'm up to the challenge...

I killed it. I stabbed it until it died. It was not a challenge.

```
'Kol' Gusiladril, Spearmaster has bestowed the name Evonlikot Tekkud Rodem upon a steel spear!

Press Enter to close window
```

By the way, the sheer volume of cave spider webs in that place is incredible. You can see the FB's path based on where the webs are destroyed.

A giant mantis attacked a haggard carpenter and slashed open her arm. It is predicted she will make a full recovery. Also, giant wild boar piglets!

I moved the rhinos to a new area because they ate all the grass in the old one. Did I mention I trained them for war?

One of the haggards, a brewer, threw a tantrum. She was sentenced to a beating. You know what happened next.

It appears my door has attracted the winged flame blob. That makes TWO fire-based FBs that have attacked that door. ((SPOILER: I am the spirit that possessed Kol. I am now living in that door and controlling his mind. I made that up just now.))

Well, this is the end of my yearish as overseer. Things have gotten much better. Murky cut away the rotten flesh so the body could recover. Increasing the alcohol ration did the rest. I'd like to note that the alcohol ration is the minimum alcohol a dwarf is required to drink. Anyway, we only have three haggard dwarves left. But it turns out I really hate responsibility. I'm tired of people asking me what to do! I don't know! Go haul something! I'm done! I quit! Fuck off!

SAVE: http://dffd.bay12games.com/file.php?id=12293

Stuff for the next overseer to do:

- Dump all these fucking limbs and corpses and old clothes and shit
- Maybe melt some stuff?
- I dunno man you'll think of something

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: De on July 23, 2016, 10:56:40 pm

I'm gonna do it, I'm gonna read Breadbowl. See you all in a month... or three.

# Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Fleeting Frames on July 23, 2016, 11:22:21 pm

Quote

By the way, the sheer volume of cave spider webs in that place is incredible.

I counted at least over 7000 webs in the caverns, by the way. They're surely a minor component of the lag!

I always feel anxious about war-trained adults animals reverting and wrecking everything being caught by the citizen's milita or anti-2nd dragon cage traps.

And as deadly as tantruming dwarves are, I think Breadbowl's hammerer can easily outmatch a wave of vampires.

Good ol' Sanctume, still? No corruption there, would feast on the brains of his own daughter.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: TheFlame52 on July 24, 2016, 08:44:33 am

Feb is the hammerer. Also, keeping up with the king's demands isn't hard, I just forget sometimes.

EDIT: I have Legends Viewer open. Does anyone want to know what's been happening?

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Fleeting Frames on July 24, 2016, 09:10:53 am

Sure, as long as it is better portrayed than the outpost liasons' great wall of texts - those tend to make my eyes skip over them.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: luneya on July 24, 2016, 01:11:07 pm

Wow. I really love the concept of this fort. Wish I'd gotten here before everything started going to hell, but things aren't hopeless yet. A test load of the latest save gives me 15 FPS, or 20 if I turn temperature off. This seems manageable, so add me to the overseer list. As for dorfing (in case someone is able to take a turn before me), give me one of the dorfs who doesn't do anything but hauling (or similarly unskilled/useless) labor, preferably female, name Luneya, job title philosopher. Yes, I know we had a previous philosopher Aristotle (who, from my save check, is alive, but is currently only identifiable by job title, having suffered from the name-eating bug; next overseer

please fix this). Assuming that both dwarves remain alive at the start of my turn, this duplication will be a plot point in my appointment as overseer.

### Title: Re: Breadbowl: a Succession Farm [42.06] Post by: NCommander on July 24, 2016, 01:22:07 pm

Quote from: luneya on July 24, 2016, 01:11:07 pm

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I''d like to know the supercomputer you're running it on. That being said, when a cavaran is on screen, expect FPS of maybe 5.

## Title: Re: Breadbowl: a Succession Farm [42.06] Post by: TheFlame52 on July 24, 2016, 01:40:53 pm

By the way, stick me back on the list.

In a nutshell, the world is going down the shitter. The Old Nets are now the fourth-largest nation. If anyone wants their dwarf's history I'll give a better summary.

## Title: Re: Breadbowl: a Succession Farm [42.06] Post by: luneya on July 24, 2016, 02:42:54 pm

Quote from: NCommander on July 24, 2016, 01:22:07 pm

Quote from: luneya on July 24, 2016, 01:11:07 pm

Wow. I really love the concept of this fort. Wish I'd gotten here before everything started going to hell, but things aren't hopeless yet. A test load of the latest save gives me 15 FPS, or 20 if I turn temperature off. This seems manageable, so add me to the overseer list. As for dorfing (in case someone is able to take a turn before me), give me one of the dorfs who doesn't do anything but hauling (or similarly unskilled/useless) labor, preferably female, name Luneya, job title philosopher. Yes, I know we had a previous philosopher Aristotle (who, from my save check, is alive, but is currently only identifiable by job title, having suffered from the name-eating bug; next overseer please fix this). Assuming that both dwarves remain alive at the start of my turn, this duplication will be a plot point in my appointment as overseer.

I''d like to know the supercomputer you're running it on. That being said, when a cavaran is on screen, expect FPS of maybe 5.

Nothing exotic, just a late 2014-vintage Mac mini. I only ran the test for a few days of game time, so I didn't see how much a caravan or a major construction project would hurt things. Still, it can't be any worse than what others have managed with.

### Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Migrant on July 24, 2016, 02:49:33 pm

Quote

In a nutshell, the world is going down the shitter.

Feel free to elaborate. I rather like viewing the bigger picture and making a history post means you dont have to download the save and Code: [Select]

export-legends all

to find out what is going on.

### Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Gwolfski on July 24, 2016, 02:49:42 pm

Are you sure that is not a custom build? Cause i have a pretty good pc and only ran it at 6-8 fps.

## Title: Re: Breadbowl: a Succession Farm [42.06] Post by: TheFlame52 on July 24, 2016, 04:23:27 pm

Quote from: Migrant on July 24, 2016, 02:49:33 pm

Quote

In a nutshell, the world is going down the shitter.

Feel free to elaborate. I rather like viewing the bigger picture and making a history post means you dont have to download the save and Code: [Select]

export-legends all

to find out what is going on.

I know, that's what I did already.

Basically, everyone is going to war against everyone else. In massive numbers, too. I've even seen whole goblin nations fighting each other. There was even one goblin nation that went to war against itself - not a civil war between two pits, the whole nation against itself. Goblins are winning, with the nation closest to Breadbowl (I forget the name, I don't have Legends Viewer up right now) in the lead. Lots of beasts are dying of old age. Basically, everyone is dying and Breadbowl stands alone as the last bastion of life and peace.

# Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Migrant on July 24, 2016, 04:40:15 pm

Quote

There was even one goblin nation that went to war against itself

This triggered my memory. I made a similar survey into the history of the world a month ago (probably ~2 in game years ago) (http://www.bay12forums.com/smf/index.php?topic=152568.msg7054461#msg7054461). I figure we can create some continuity if we once every few in game years link back to the last history post and explain what has happened since.

## Title: Re: Breadbowl: a Succession Farm [42.06] Post by: TheFlame52 on July 24, 2016, 04:46:18 pm

From what I gathered, basically just more of the same. Everyone is dying and life is awful.

# Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Fleeting Frames on July 24, 2016, 04:51:53 pm

Dying of old age? But it's only year 12!

That's weird, Gwolfski. I got 11 FPS on surface with NCommander's save (iirc) on my Lenovo G50 laptop when running it idle for a few

days (not sure of the specs for the 4 GB of RAM but report says Processor: 4x Intel(R) Core(TM) i5-4200U CPU @ 1.60GHz. (Actual frequency varies greatly.))

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Migrant on July 25, 2016, 04:22:52 am

Dying of old age? But it's only year 12

Animals have fairly short lifespans.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Gwolfski on July 25, 2016, 06:38:39 am

Quote from: Fleeting Frames on July 24, 2016, 04:51:53 pm

Dying of old age? But it's only year 12!

That's weird, Gwolfski. I got 11 FPS on surface with NCommander's save (iirc) on my Lenovo G50 laptop when running it idle for a few days (not sure of the specs for the 4 GB of RAM but report says Processor: 4x Intel(R) Core(TM) i5-4200U CPU @ 1.60GHz. (Actual frequency varies greatly.) )

cores dont matter, its frequency. I have a 3.something Ghz Amd processor at home... weird.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Migrant on July 28, 2016, 04:50:44 am

Memory latency is very important as well so if you have a good CPU but slow memory your FPS will still be less-than-good.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: MoonyTheHuman on July 28, 2016, 10:13:42 pm

Ill do it tommorow, wish me luck in this hellhole

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: JimiD on July 29, 2016, 03:25:13 am

I have really enjoyed reading this, I hope you get it back to smooth running again.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: QuQuasar on August 03, 2016, 09:01:30 pm

Quote from: MoonyTheHuman on July 28, 2016, 10:13:42 pm

Ill do it tommorow, wish me luck in this hellhole

Hey Mooney, it's been a week. How fares yonder farm?

Quote from: TheFlame52 on July 23, 2016, 08:26:24 pm

Things have gotten much better. Murky cut away the rotten flesh so the body could recover. Increasing the alcohol ration did the rest.

You know, I just realised something. The tone of Breadbowl has changed, not just because of all the death, but because of the reaction to it.

Before The Great Fire, Breadbowl was a compassionate fort. We had quite a few stressed dwarves, but they were well looked after: isolated in well-furnished rooms, with the mayor listening to their problems and consoling/pacifying them. She even blamed an attack on herself on the Duke rather than blame the stressed dwarf. Political, maybe, but compassionate.

Now though, Murky just goes around caving in the head of anyone who starts trouble. Nobody even tells her who to kill, she just stalks the fort doling out vigilante murderjustice, and everyone seems okay with that. Treating depression via natural selection would never have occurred to me, but it is very dwarven.

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: Fleeting Frames on August 03, 2016, 10:45:20 pm

Yeah, there's a reason I named it as line in my review. "You're depressed so you must want to die so die." is...clashing.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: NCommander on August 04, 2016, 04:44:16 am

Quote from: QuQuasar on August 03, 2016, 09:01:30 pm

You know, I just realised something. The tone of Breadbowl has changed, not just because of all the death, but because of the reaction to it.

Before The Great Fire, Breadbowl was a compassionate fort. We had quite a few stressed dwarves, but they were well looked after: isolated in well-furnished rooms, with the mayor listening to their problems and consoling/pacifying them. She even blamed an attack on herself on the Duke rather than blame the stressed dwarf. Political, maybe, but

Now though, Murky just goes around caving in the head of anyone who starts trouble. Nobody even tells her who to kill, she just stalks the fort doling out vigilante murderjustice, and everyone seems okay with that. Treating depression via natural selection would never have occurred to me, but it is very dwarven.

It warms my soul that I have taken a loving farm, and smashed it heart into tiny little pieces.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: TheFlame52 on August 04, 2016, 08:14:39 am

I have saved a streak of forts so long I'm getting tired of doing it. I had plans for this fort. I was going to open hell, kill the demons with repeating spike traps, and we were going to eat them. Look what happened to that plan. So I took my anger out on the fort even as I saved it.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Sanctume on August 04, 2016, 09:02:30 am

Back in my days, after rounds of sparring, I'd sit at the fisher's wharf and have a nice simple Breadbowl chowder. Nowadays, they be serving up Greatbowls of Fire seasoned with tears of despair and Johnny Cash tunes in the background. Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: QuQuasar on August 06, 2016, 02:26:09 am

So, I decided to examine the save while we wait for MoonyTheHuman to get back to us. A few points of interest:

To my surprise, quite a few named dwarves are actually still alive. More than I expected, certainly:

```
`Darzen' Mersethkivish, Soothsayer
`ToniK' Abalineth. Glassmaker
`Gordak' Tekkudilun, Hammer Lord
'Taupe' Ilromilral Nakuthritbâsen Immast, Commander
'Kol' Gusiladril, Spearmaster
'Tonnot' Umstizilral, militia captain
'Murky' Astanan Sákrith Akur, captain of the guard
'Techno' Zonbal, Axe Lord
'Crazy Blades' Cattenvúsh, Swordmaster
'Sanctume' Olinlelum Nökorost, Foremost Mace Lord
'Tough Kid' Kibetes, Dwarven Child
'Zuglarkun' Amostbecor, Lawbreaker Berserk (Caged)

Sibrek Logemtad, king
Zulban Eseshingiz, Viscount of Breadbowl
Muthkat Duthalmeng, manager
Bomrek Ididash, Administrator
Rakust Ferkadol, Diagnoser
Inod Enoldoren, chief medical dwarf
Melbil Atêklorbam, Diagnoser
Bim Sibrekrîthol. Viscountess of Breadbowl
Feb Aggusil, hammerer
```

Also shown: nobles and dwarves of importance.

Wait a second, does that say Zuglarkun?



So, apparently Zuglarkun is not only not dead, but she has been added to the dining room as furniture so her madness can entertain everyone. Seriously, how is this dwarf not dead? It's been how many years since she was locked up?

Apparently this is also a thing:



Yeah, um, guys... Bearskie's dead. He's not using that office anymore. A married couple have moved into his old bedroom.

Our one surviving adult draltha has seen some shit. I say "one", but it's more like "0.8":



And finally, we have a few dead goblins...



Okay a lot of dead goblins. This is the contents of a single tile (one of the weapon traps in the barracks entrance):

```
B&x's mangled partial skeleton
Utes Ugokuksos's partial skeleton
B&x Ugsnorsnang's left lover arm
B&x Ugsnorsnang's left lover leg
B&x Ugsnorsnang's left lover leg
B&x Ugsnorsnang's left lover leg
B&x Ugsnorsnang's partial skeleton
Statogs's partial partial skeleton
Statogs's partial skeleton
Statogs's partial skeleton
Stanoz's left lover arm
Stanoz's left lover arm
Stanoz's left lover arm
Stanoz's partial skeleton
Stanoz's partial skeleton
Stanoz's partial skeleton
Nako's left hand
Nako's right lover arm
Nako's first toe, left foot
Nako's left thand
Nako's right lover arm
Nako's partial skeleton
Stanoz's lover right lover arm
Nako Holeuksos's partial skeleton
Stanoz Stalakona's left upper leg
Stanoz Stalakona's left upper leg
Stanoz Stalakona's left upper leg
Stanoz Stalakona's partial skeleton
Stanoz Stalakona's partial skeleton
Stanoz Stalakona's right lover arm
Namoz Stalakona's right lover left back tooth
Nguslu Uksosstorur's lover left back tooth
Nguslu Uksosstorur's right foot
Nguslu Uksosstorur's right foot
Nguslu Uksosstorur's lover left back tooth
Nguslu Uksosstorur's lover left back tooth
Nguslu Uksosstorur's right lover leg
Strodno's partial skeleton
Stasost's right lover leg
Strodno's partial skeleton
Stanost's partial skeleton
Stanost's partial skel
```

How have we not defeated the Hell of Emancipating yet?

(Edit) Speaking of the Hell of Emancipating... they're not doing so well anymore. Their main population is at 8033 Goblins, 11188 Trolls, 10976 Ogres and 5 elves. So they're still basically endless, but I'm pretty sure they used to have more than that...

As far as I can tell, their march upon the world has stopped, and they've focused their entire military might on Breadbowl, they haven't attacked anyone but us for the last 3 years.

Between 241 and 242 they had a small civil war:

Started in 241, early winter, and is still ongoing. The War of Boring was waged by The Hell of Emancipating on The Hell of Emancipating.

31 killed. This appears to be an attempted coup: an attack by The Hell of Emancipating on The Golden Torment. The Golden Torment are the founders of The Hell of Emancipating, and their master is a member.

In 241, early winter, (3rd of Moonstone) The Hell of Emancipating attacked The Golden Torment of The Hell of Emancipating at Hairpoisons. In The Siege of Cyclones as part of The War of Boring.

The Master herself ended up stepping in to suppress the assault.

In 241, midwinter, (25th of Opal) the elf Song Spideryspecial was struck down by the demon Nithami Splashwash the Eagle of Moistness in Singrooves. In The Onslaught of Maws as part of The War of Boring.

My guess: Breadbowl has become something of a thorn in the side of The Hell of Emancipating, and their Master has become obsessed with our destruction. The goblins would prefer to just keep expanding and conquering, but Nithami and her Loyalists won't let them: not until Breadbowl falls and she has King Sibrek's head onna stick. They call their war The Singed Conflict, which seems... fitting. A promise to burn Breadbowl to the ground (again).

And it's looking like that might actually happen. We've lost a lot of good dwarves to their attacks; the year 245 saw our most significant losses to date.

#### Quote

In 240, early spring, (8th of Granite) the dwarf `Sqman' Mansionpull was struck down by the troll Zolak Drilleddemons in Breadbowl. In The Cremated Sieges as part of The Singed Conflict.

In 242, early summer, (7th of Hematite) the dwarf `Hiddenleafguy' Trustpages was struck down by the goblin Amxu Gorgedmenaced with a iron spear in Breadbowl. In The

Onslaught of Burning as part of The Singed Conflict.

In 245, early spring, (4th of Granite) the dwarf `Lordbrassroast' Calmabbey was struck down by the goblin Nako Riddledtorment with a silver whip in Breadbowl. In The Ignited Onslaught as part of The Singed Conflict.

In 245, early spring, (5th of Granite) the dwarf `Imic' Fliersacks was struck down by the goblin Kutsmob Routsin with a silver short sword in Breadbowl. In The Ignited Onslaught as part of The Singed Conflict.

In 245, early spring, (5th of Granite) the dwarf `Browedeyesfairy' Lashcrazes was struck down by the goblin Estrur Emeraldscorpions with a iron war hammer in Breadbowl.

In 245, early spring, (6th of Granite) the dwarf `Japa' Ringpanthers bled to death, slain by the goblin Nguslu Sinfulsculpted with a iron bolt from a copper crossbow in Breadbowl. In The Ignited Onslaught as part of The Singed Conflict.

In 245, early winter, (2nd of Moonstone) the dwarf `Neblime' Pulleyburied was struck down by the goblin Smunstu Hungerpoison with a iron flail in Breadbowl. In The Assault of Monsters as part of The Singed Conflict.

In 245, early winter, (3rd of Moonstone) the dwarf `Angus' Leanwheels the Pointy Ape of Mines was struck down by the goblin Dostngosp Malignedprisons with a copper scourge in Breadbowl. In The Assault of Monsters as part of The Singed Conflict.

They might be letting up, though. Their most recent attack, The Steamy Assault in 247, early autumn, apparently consisted of 2 goblins, only one of which was historically noteworthy. It... didn't go well for them.

#### Quote

In 247, early autumn, (3rd of Limestone) the goblin Ngerxung Menacedholds was struck down by the dwarf `Murky' Sabrenight the Blaze of Champions with a (27437) in Breadbowl. In The Steamy Assault as part of The Singed Conflict.

#### "Murky Sabrenight the Blaze of Champions".

Best title. Ever.

Other dwarves with titles in the Breadbowl military include...

'Angus' Leanwheels the Pointy Ape of Mines (deceased)

Lor Lashsnarl the Barricaded Plane of Desserts (yes, that's "desserts", not "deserts". I guess he has a sweet tooth?)

Sibrek Gatemoistened the Brass Aura of Dwellings (daughter of Japa! I guess he named her after the king?)

`Sanctume' Tongswane the Dead Fold (weilder of the Silver Mace Alaknikot, "The Ace Actions")

Urist Enjoyglove the Strong Passage of Steel

`Taupe' Peaktreaty the Braided Cut-spray of Influence (founder and wielder of the Adamantine Spear Kastoltegir, "The Emancipated Breed")

Edem Coppercity the Confusing Serpent of Stilling (deceased, killed by Likot Pagedboards the Fabulous Unions)

`Alexis' Bannersnarls the Venerable Sheens (deceased)

**Likot Pagedboars the Fabulous Unions** (got her title by killing 6 dwarves of Breadbowl, including war hero Edem Coppercity. She's a bone carver)

#### Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: Fleeting Frames on August 06, 2016, 02:44:37 am

Check their population. A single dark fortress can have up to 13k goblins (usually capping at  $\sim$ 10500) and 2,5k each of ogres(% on evil plains), beak dogs and trolls.

Of course, if they came from dark pits they totes should be depleted.

I think you need to put up a sign "Do not feed teh Zuglarkun". That's how he's been staying alive, I think - check if cage has seeds?

### Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Zuglarkun on August 06, 2016, 03:28:31 am

I think my berserk avatar now counts as an enemy to the civilization, so I don't think I've been fed. Though no ones stopping you from conducting science to ascertain this.

However, I think the explanation is much simpler. You know how necromancers achieve immortality by reading the secrets of life and death from a tome or slab?

I've achieved "immortality" by means of meditating on the sheer insanity of dwarf overseers; I've looked into the labyrinthine depths of the abyss circus dwarven psyche and it has granted me its eternal bounty. In other words, I've transcended the dwarven condition. Now instead of subsisting on booze and plump helmets, I run on pure unadulterated !!RAGE!!

Just think, years later when the fortress has crumbled to its end, I'll still be there. A grim living (unliving?) reminder of the time when Breadbowl tilted a bit too far into the crazy end of the insane spectrum.

You should all join too. Its fun being a piece of living furniture. Like something out of a tzimisce tapestry.

EDIT: In retrospect I blame our current misfortunes on our failing to keep our population of Giant Hamsters appeased/ alive. Its the CURSE OF THE GIANT HAMSTERS I TELL YOU!

# Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Migrant on August 06, 2016, 08:58:54 am

I checked their population a while back. I noted they had 8k goblins, 11k trolls and 10k ogres so we haven't made an impact. We have, however, managed to stop their assault on the civilized world.

#### Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: Fleeting Frames on August 06, 2016, 09:47:50 am

Not altogether. I believe Breadbowl has been attacked from only a single site - what's the population of that site?

#### Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: MoonyTheHuman on August 06, 2016, 11:07:59 am

I need the save. kthx (IM ALIVE, YAAAY)

#### Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: Fleeting Frames on August 06, 2016, 11:15:00 am

Quote from: TheFlame52 on July 23, 2016, 08:26:24 pm

Well, this is the end of my yearish as overseer. Things have gotten much better. Murky cut away the rotten flesh so the body could recover. Increasing the alcohol ration did the rest. I'd like to note that the alcohol ration is the minimum alcohol a dwarf is required to drink. Anyway, we only have three haggard dwarves left. But it turns out I[/i] really hate responsibility. I'm tired of people asking me what to do! I don't know! Go haul something! I'm done! I quit! Fuck off!

SAVE: http://dffd.bay12games.com/file.php?id=12293

Stuff for the next overseer to do:

- Dump all these fucking limbs and corpses and old clothes and shit

- Maybe melt some stuff? - I dunno man you'll think of something

There you disappearing Moony go.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: MoonyTheHuman on August 06, 2016, 12:11:16 pm

Actually, can i be moved back one? please?

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: Fleeting Frames on August 06, 2016, 03:10:24 pm

Damn, jinxed it.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: QuQuasar on August 08, 2016, 02:26:59 am

Quote from: MoonyTheHuman on August 06, 2016, 12:11:16 pm

Actually, can i be moved back one? please?

Sure. I've dropped you down one year and sent a message to Paddywagon Man.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: HMetal2001 on August 08, 2016, 06:57:36 am

I'd like to be dorfed as HMetal. If available, an administrator will do. If not, a recruit. Preferably male.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: **QuQuasar** on **August 08, 2016, 02:31:53 pm** 

Quote from: HMetal2001 on August 08, 2016, 06:57:36 am

I'd like to be dorfed as HMetal. If available, an administrator will do. If not, a recruit. Preferably male.

Certainly. Anyonne else want a dwarf? We've got a surplus at the moment.

Paddywagon man has bowed out, so the turn falls to Migrant.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Migrant on August 08, 2016, 05:42:46 pm

I will start my turn tomorrow evening (local time obviously). Looking forward to it!

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: TheFlame52 on August 08, 2016, 07:11:40 pm

Quote from: Zuglarkun on August 06, 2016, 03:28:31 am

I think my berserk avatar now counts as an enemy to the civilization, so I don't think I've been fed. Though no ones stopping you from conducting science to ascertain this.

Caged dwarves do get fed. Murderflood, the fort I'm playing now, has a caged melancholy dwarf.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Migrant on August 09, 2016, 11:14:58 am

I can't get the save to work. First I suspected someone played with a more recent version which would make the save unplayable for version 42.6 but this does not appear be the case because I can neither open the save in version 42.06 (LNP), 43.03 (latest LNP) or 43.05 (latest release of DF). I unzipped the file and moved the folder to data/save which I believe is the correct place. Thoughts and/or troubleshooting help. I am still willing to take my turn if I can get it to work but I will not try that again before getting some tips from you.

As for the caged dwarf discussion I think I read somewhere that caged creatures don't need to drink/eat.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Fleeting Frames on August 09, 2016, 12:33:27 pm

Loads fine for me in cow avatar's 42.06 LNP. (https://i.imgur.com/i7P5IZ7.png)

Linux btw just in case it matters. E: Maybe this one? (http://www.bay12forums.com/smf/index.php? topic=156011.msg6853004#msg6853004)

EE: Maybe not, my hist has LinuxLNP-0.42.06-r02.tar.gz. Can reupload if desired. Might be desired on account of the file the DL link points at being changed to 43.03-r02

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Migrant on August 09, 2016, 03:32:12 pm

My PC runs win 10 so linux advice won't help me.

Can reupload if desired. Might be desired on account of the file the DL link points at being changed to 43.03-r02

I must admit I'm not sure I understood that. For each version a tried I re-unzipped the file and placed it on the relevant folder so no version changing is happening on my end and since you can get the save to work nothing seems to be wrong with the save. I will give it a day and see if anyone can solve this and then request being skipped and requeued.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: QuQuasar on August 09, 2016, 05:11:14 pm

Quote from: Migrant on August 09, 2016, 11:14:58 am

I can't get the save to work. First I suspected someone played with a more recent version which would make the save unplayable for version 42.6 but this does not appear be the case because I can neither open the save in version 42.06 (LNP), 43.03 (latest LNP) or 43.05 (latest release of DF). I unzipped the file and moved the folder to data/save which I believe is the correct place. Thoughts and/or troubleshooting help. I am still willing to take my turn if I can get it to work but I will not try that again before getting some tips from you.

I managed to get the file working on my machine: windows 10, PeridexisErrant's starter pack for version 42.06.

Troubleshooting Tips:

- \* Dwarf Fortress\data\save is the correct place, but they should be in their own folder (for example, data\save\Breadbowl).
- \* When in doubt, change the LNP back to ASCII.
- $^*$  make sure the unzipped files have a  $\mathbf{world.sav}$  file in them. I extracted a save recently and for some reason that file didn't come out, so it was unselectable in the load menu.

Oh, and if you want to play with a tileset, and the LNP won't co-operate:

\* try deleting Dwarf Fortress\data\save\Breadbowl\raw and replacing it with Dwarf Fortress\raw.

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: Fleeting Frames on August 09, 2016, 07:37:01 pm

@Migrant: I meant I can reup the LNP I dled. Though looking at above doubt it is necessary.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: TheFlame52 on August 09, 2016, 08:57:07 pm

If you replace the save raws with the game raws, the alcohol syndrome and other the modifications I made will be gone, which might cause crashes.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: QuQuasar on August 09, 2016, 09:15:51 pm

Quote from: TheFlame52 on August 09, 2016, 08:57:07 pm

If you replace the save raws with the game raws, the alcohol syndrome and other the modifications I made will be gone, which might cause crashes.

Ah, that explains why the LNP wasn't co-operating. We'll have to be very careful with tilesets from here on out.

In hindsight, it probably wasn't the best idea to upgrade from 40.24 to 42.06.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: TheFlame52 on August 10, 2016, 12:30:36 am

Honestly, I like 0.40 better. There might not be as much content, but there are fewer bugs. Specifically, the one where creatures get stuck right off the edge of the map.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Migrant on August 10, 2016, 12:34:49 pm

I got it to work! It was an easy fix that I am slightly embarrassed I didn't try before

Spoiler (click to show/hide)

something about the way I unzipped it meant there was a breadbowl folder inside the region folder.

. I will start playing tomorrow.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Migrant on August 11, 2016, 11:46:31 am

General notes: I intend to massively expand our farming so please change the seed cap in the d\_init file. Changed the enemy soldier cap but this shouldn't have much of an effect. I am a purist which means I don't use DTherapist. This may be a source of fun because I might miss when a dwarf is depressed

HMetal: I interpreted administrator in a broad way so you are the bookkeeper/viscount of BB (which meant your character could be male). Your name is HMetal Spunceiling. You are married and have a son. Over the long term you have been under a great deal of stress. I can't recall if anyone else need dorfing (apart from myself) but posting/PM'ing will probably get you an avatar.

I dorfed myself as Torden Atticspread Legendary creator of Kábsarek Omershetbêth. A weapon rack depicting Gwolfski admiring Hippos in platinum.

I will start playing now and then I will make in-character posts. Would you prefer playing through the year, passing the save over and then start writing or play a season and then write a post?

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Sanctume on August 11, 2016, 11:58:48 am

Good to hear. Seasonal updates tend to get the RP'ers post feedback.

I think my (Sanctume) is still alive being a mace lord, although my adult daughter As has been depressed since 5+ years ago and a resident of Happy Place (burrow.)

Did a lot of the farms burn? I thought the bottle neck in food and booze production was food containers. Last I heard, we are using glass.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: TheFlame52 on August 11, 2016, 03:27:19 pm

As is probably dead, but you were a macelord with an artifact platinum(?) mace last time I checked.

I was using wood pots. We have so many brewables it's ridiculous. We need to change some of them out for edibles.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Sanctume on August 11, 2016, 03:48:08 pm

It is a a silver mace.

Spoiler (click to show/hide) Quote from: SQman on September 09, 2015, 07:38:16 am

Weaponsmith has created Alaknikot Dodok Ostdatan sitver mace! Press Enter to close window h A mace? A mace! And I was afraid it would be a sword. Almost beats my oversized chicken coop! I need to take a look at it personally. The Ace Actions, worth at least 62400 . I like the motiff of Splatterstroke being depicted twice. That symbolizes... I don't know what. I like this while "art", but damn, I'm bad at

You know what's really funny? There isn't even a single dwarf who can swing a mace in this fortress. I've assigned a guy I've met at the fishery to the Shafts of Fortifying and gave him this mace. I wish there was someone more worthy than that, but gotta take what I can.

I'll go check out the save. I created my tomb then added coffins for the wife and daughter.

What's our current goals for food and drink, now that disaster isn't so rampant?:)

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: HMetal2001 on August 12, 2016, 02:55:45 am

For some reason, I'd love to see a sci-fi TV series adaptation of this fort. Like the first 9 years it's a station orbiting an agricultural colony, which is close to enemy space, but in the 10th year, a biological starship (like the one in Star Trek The Next Genration episode "Tin Man") with a sci-fi flamethrower burns the planet's farms to the ground. And make every 2 years one season, just in case CBS (idk why, don't ask) thinks 10 seasons of nothing is a waste of money (even though sieges do happen, the execs and corporate people would see it like a DS9 Way of the Warrior-ish space battle).

Actually, no. 1 season per year would make sense, because 4 sieges in a row in 1 TV season is too much.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Sanctume on August 12, 2016, 10:51:26 am

Similar to like Game of Thrones Season 1's shock value: a child baby drowns, a well is created, life goes on.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Migrant on August 12, 2016, 03:17:03 pm

OOC: Spring is finished! Very little happened. We attained general familiarity with training giant sparrows and gray languars. Dorfs are slipping in and out of depression (ToniK seems to be doing this a lot). Fewer images than I would like but merely playing was extremely frustrating because of low FPS (low single digits usually around 3-5) so I didn't feel like spending additional time documenting everything. One of the reasons nothing happened was that FPS was sufficiently low that I decided to read a book while DF was running and the dwarves were completing the tasks I gave them. No one died and no trade was conducted (I accidentally offered elves one wooden container out of the many, many ceramic ones). We can export more than twice the allowed weight so I planned to buy an elephant in order to export everything. Because of the extremely low FPS I have started a genocide on all of our animals. We had ~300 when I started my turn and now we are down to 260. Any survivors will probably spent some time in cages so they don't path everywhere all the time. I have destroyed some nests too to stop the explosive breeding of olms and cave crocs. Hopefully FPS will be tolerable for the next player. There was some discussion on whether the caged berserk dwarf is fed and the answer is affirmative

Weight: 455° Basic Value: 60\* Uses and Contents:

#### In character:

Month one.

I don't like our king. I asked him to reconsider his decision to ban under rouna cro s and reminded him that this law was made if peacetime and we are currently at war and desperately in need of food. He refused. Bastard still wants Breadbowl his entire country. Well I guess I have to expand our farms. For a farming community Breadbowl is a weird place. Far too many dwarves are in the military and most of the few that aren't are doing useless things like decorating with horn or cooking meals (this task is particularly fruitless as our goal is to feed as many as possible, not cook for as many as possible. Let the military cook their own meals I say!). Strangely I have found an ally in one of the dwarf slaving away decorating baubles

Likot Möruldùstik Sankestsemor, "Likot Pagedboars the Fbls Unns", Bn Crvr FPS: 100 (24) "Why are they so fixated on these baubles?"

One of these dwarves has earned the nickname "lazy bastard" which is a very ill-fitting description. Some of the work these dwarves have done is so beautiful I can understand why they are commanded to work like this. When peace arrives I predict Breadbowl will not be known for its vast food production or the skill of its champions but for the skill of its artisans.

In short there is very little dwarfpower to expand the farms or execute some of my other projects. I ordered two new above ground farms constructed as one of my first actions and one month later almost no work has been done. Clearly the locals have a terrible work ethic. Bringing in some migrants is the logical course of action but I know that the piles of rotting corpses will scare the good ones away. Some of the locals are still affected

dis. De de dicht [re] auchhon after sesing a cond de. She felt enjoyene after playins with a sin, forge 5th our promise after sesing a spill after sesing a

. This does not only apply to the farmers; I ordered some tunnels to be dug so that our useful craftdwarves, like the ones making glass pots, could travel without being disturbed by the weather (which has made ToniK slip into depression at least thrice and I have only been counting for a month). Speaking of which, half the dwarves here are either stressed or on the verge of a mental breakdown! We will lose this war if they're not replaced by some more mentally stable migrants. The course of action is obvious: I need to seize control of the useless dwarves and redirect their efforts to cleaning the outside in an effort to attract migrants. I doubt our cooks and craftdwarves have the brains to oppose my plans (most of them are too stressed to care anyway) but I worry the military may intervene if I reduce their number.

#### Month two.

I have decided how to clean up this fortress. One of my predecessors created a tower housing a series of refuse stockpiles above the butcher's shops. I have begun expanding the tower and changed the existing stockpiles to accept all kinds of refuse and corpses. The brilliant part is that the tower is very close to a magma based garbage disposal device which is the best way to get rid of the corpses. I will create a 'squad' of sorts that will live in the tower and constantly dump the garbage. I will begin initial tests now and once the tower has another story I will built some beds and a food stockpile up there meaning my squad can stay there permanently. A dwarf threw a tantrum and started two fights. Another dwarf is constantly slipping in and out of depression. A tragedy but I am losing much more sleep over the military. I walked by a squad today and 2/3 of them looked like they were ready to commit suice-by-crime or even worse. Perhaps I should send them on a suicide mission down to the caverns to fight the fire beast down there. The dump squad test was a success. When forced to work the locals are quite efficient but they lack the motivation to work unless they are forced to do so. I disbanded the squad until their quarters are set up. One of my lackeys alerted me to the fact that while the miners have been unwilling to work both in the quarries and on my tunnels we have continued to make rock pots. Since no new rock is mined we will run out of hard rock within a few weeks. Sigh. The elves came by asking us to hand over our food so their people may eat. Personally I think our king is too soft for Breadbowl is resisting the brunt of the assaults, so perhaps they should give us food? But as a loyal servant acting under order I tried to hand over our food but the broker offended them somehow. Naturally I am considering promoting the broker but s/he could be mentally unstable so I hesitate to do it. The squad returned saying something about how they couldn't find the monster through the smoke. I asked them why they didn't assume the monster was in the smoke and ordered them to be off duty for the next month.

#### Month three.

The tower is progressing nicely. The floor the dump squad will be sleeping on is big enough to house them and the floor above that is already providing enough shelter to prevent their beds from being soiled by the weather. Consequently the dump squad has been reinstated with new members. The squad I took off duty seems to be doing well in the sense their moods are improving. I had a weapon trap built where they do their exercises to cheer them up when they go back to training. They aren't doing well in the sense that they have meaningful things to do when they are off duty. Most of them appear to be hauling things around. They justify this by claiming their main profession is soldiering. I was tempted to argue against that and start implementing a military reform on the spot, but I have little hope I would succeed. On one hand transforming the military to a small core of legendary soldiers and returning the amateurs to the civilian status would greatly increase the labor force. I remind myself that I have already succeed in temporarily sending one squad off duty and that no one formally has challenged my authority. On the other hand if the military were to formally challenge my authority I would probably be banished and that any gain from a military reform is dwarfed by the gain migrants would bring to this metropolis. For now the military will be unchallenged but once 40 new, proper and loyal dwarves arrive the military reform will be implemented. No mining work has been done and the new farms have yet to be constructed. I appointed several new farmers and miners in the hope that some of them would do as I told them but I have had no luck. I found a curious creature in the hospital. A patient the doctors have given the nickname hypochondriac despite clear evidence that the dwarf is very wounded. I suppose the dwarf could have been a lazy hypochondriac and the surgeons decided to have their revenge by malpracticing on him to point where it borders torture. I checked the medical files and while the dwarf has been in the hospital for six months he has only been bathed a few times. He is evaluated several times each day but no one fixes his problems despite all the necessary materials are available. Oh well I can't dwell on this single dwarf I have better things to do. I checked our established farms and apparently we are planting crops we don't have seeds for. This is rectified.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Fleeting Frames on August 12, 2016, 03:56:45 pm

That dwarf description reads like somebody teleported all the creatures on the map in one spot, then killed all enemies among them. 127x-cursed depression!

And yeah....Breadbowl is pretty military for what is supposed to be a farming community. 40 dwarves being living sacrifices so that more goblins may die. I worry the migrants won't come to rectify that with the breadbowl acting more like sadbowl recently.

How are it's diagnosers, though? Over the six months of nonstop evaluation, some of them are surely legendary?

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Sanctume on August 12, 2016, 04:36:52 pm

iirc, for 42.06 each unique sentient corpse give 1x horrified thought that accumulates every week.

If the same dump tower, (there were two) is use, the one I built, should be suffucient to "not see" what is below.

The guess (science) at the time was 4z to 5z. I think I did 5z, which is the reason why I build up because the aquifer was hit 2z down. However, I think the old refuse and corpse dump used a shallow pit via minecart dump which always adds horrified thoughts.

For a Corpse Crew, I used those with "Can Handle Stress" traits and monitor them monthly if drastic stress drop. There should be another trait other than "Don't Care Anymore" that helps in dealing with sentient corpse hauling.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Migrant on August 13, 2016, 02:13:51 pm

ooc: I quit (sorry!). I made it into the sixth month and the animal menace is unbearable. After mating season we're up to 350 animals which means I play at 2 FPS. Maybe I'm biased because of how low the game is but the dwarves refuse to do any work apart from melting and training animals that are about to be slaughtered. Of course you can't stop training them because the only thing that is worse than 350 giant olms and monitor lizards is 350 wild giant olms and wild monitor lizards. When I say the dwarves don't do any work I mean I waited 6 months for them to do simple tasks like mining out a hallway or building a farm (which hasn't happended yet). I recommend using DFHack to fight all the animals. I am unwilling to use DFHack unless expressly permitted especially because the narrative of BB is very close to actual gameplay so I leave the save for someone with more patience/better hardware to continue fighting the population boom with or without DFHack as decided by the community. Save: https://www.dropbox.com/s/s0w6kv9u00cvwme/Migrant%20Breadbowl.zip?dl=0

#### In character:

#### Month 4

A vile force of darkness arrived. Naturally I ordered the bridges raised and the walls manned. I was unwilling to emphasize the importance of our military so I ordered the neighbourhood watch to fill the goblin horde with bolts. While they gathered their ammunition the besieging army spread. It came from the east (it numbered about 80

Citizens (118) Pets/Livestock (253) Others (126) Dead/Missing (2057)

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Stock Froll
Stock
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) and slowly seized our moat and spread west. The trolls seemed especially eager to run to the west. The initial skirmishes led to the first (but not the last) deaths during my brief reign. The neighbourhood watch was massacred. Not in the traditional way of axe wielding goblins attacking crossbowdwarves but through ranged combat. The watch was delayed because there are very few entries to the wall (I gave the orders to rectify this almost immediately following the siege) so they had to walk very far. The fact that they were delayed did not matter because the relevant bridges were raised (eastern, nothern and southern leaving the western one open) but what did matter was that their entrance was far form where I ordered them to attack from. This mean the final leg of their journey was atop the walls while taking fire form the besieging army. The watch bravely followed my faulty orders and instead of stopping to return fire they kept running dodging most of the incoming fire but they did get hit. Eventually they stopped and started returning fire. Usually dwarves have the privilege of being better equipped and trained than their enemies but this was not a luxury the watch had as my predecessors had only given them leather armor despite the abundance of metal armor. Some among them were very skilled marksdwarves but others were hardly capable of hitting a caged elephant at point blank. This meant that they were incapable of fighting after being hit a few times and although some dwarves were skilled at not getting hit

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The marksdwarf jumps away from The flying ((silver arrow))!
The marksdwarf blocks The flying ((iron bolt)) with Thukkansolon
Gebabras!
The flying (steel bolt) strikes the goblin crossbowman in the upper body,
tearing the muscle and bruising the left lung through the ((troll fur
robe))!
The flying (steel bolt) strikes the goblin crossbowman in the lower body,
bruising the muscle and bruising the stomach through the ((tiger leather
trousers))!
Astesh Thibamtobul, Marksdwarf: Death... I am not upset by this.
The marksdwarf jumps away from The flying ((iron bolt))!
The goblin crossbowman jumps away from The flying (steel bolt)!
The marksdwarf blocks The flying ((iron bolt)) with Thukkansolon
Gebabras!
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others were not

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The Watcher jumps away from The flying ((silver arrow))!
The flying ((silver bolt)) strikes the Watcher in the head, tearing the muscle through the *iron helm*!
An artery has been opened by the attack!
A tendon in the skull has been torn!
Sazir Kogankälán, Watcher: How fleeting life is... This does not scare me.
The Watcher jumps away from The flying ((copper bolt))!
The Watcher jumps away from The flying ((copper bolt))!
The flying ((copper bolt)) strikes the Watcher in the left foot, tearing the muscle and bruising the bone through the *giant wild boar leather high boot*!
A ligament has been torn and a tendon has been torn!
The Watcher falls over.
The Watcher regains consciousness.
The flying ((silver bolt)) strikes the Watcher in the right eye and the injured part is cloven asunder!
The ((silver bolt)) has lodged firmly in the wound!
*The Watcher is no longer stunned.
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their enemies. It was not my intention but the watchers decided to fight on the entire wall which meant all of the enemy archers had a

target to shoot for. I accept full responsibility for the deaths that occured but their deaths were not the result of a tactical failure on my part but a failure in their equipment and training which I had no part in. The watch lost several members and their effect on the battle was negligible.

Seeing my strategy of ranged combat had failed and seeing how the enemy trolls were isolated and thus vulnerable the most reasonable course of action was to send out regular military to fight the trolls in the western moat. I picked our best trained squad (among its members are Taupe and Sanctume) for the mission and they won a glorious battle. The trolls were quickly killed and with only minimal risk to our military. Taupe was repeatedly bullrushed into a wall but with aid from the rest of the squad the trolls were defeated. After a short break the champions pushed towards the east, fighting small groups of goblins and trolls until the siege was lifted after a few days. I am quite contend I didn't send our champions to die a fiery death in the caverns for the sake of a glumprong door. I established a stockpile near the magma smelters to house all the copper armor the goblins came wearing and ordered additional dwarves to take up the mantle of furnace operator. This is a top priority because any reminder of the constant sieges will scare migrants away.

A day or so after the siege was lifted a human caravan arrived. During this time I checked on the alleged Hypochondriac and our diagnosers. I made a test for them and they all performed extraordinarily well. Our chief medicla dwarf is legendary, his second-incommand is great and our last doctor is accomplished. In any other fort this would be great news but in Breadbowl this only confirms my suspicions that the medical personnel is intentionally malpracticing their patients. This is the only possible explanation for why the Hypochondriac has gotten so much attention for so long time yet still lacks the treatment they all know is needed.

The human caravan was an awesome sight. We could easily export more than the elven caravan could carry but the Humans brought enough wagons to take all our booze as well as all our crops and seeds and dwarves if we were to evacuate BB. Exports: before

Food Stores: 13710?

Meat 221 Seeds 2476

Fish None Drink 5858
Plant 597 Other 4560

Food Stores: 8093

Meat 195 Seeds 2476
Fish None Drink 265
Plant 597 Other 4560

First of all they don't throw a fit if they see wooden goods. It isn't a secret that we fell trees and if they think that is unethical, then they shouldn't come to our town and act surprised. And what is up with their "grown" goods? Our trees grow just as natural as their trees. If you ask me then they're simply trying to monopolize woodworking and I'm not falling for their tricks. Anyway the reason the Humans deserve our help is because they are fighting against the goblin menace and judging from the news the need our help.

Th Usentss of Bribul Bm Shrkfith its with the Chin Gld Byrenttu Hj Irntdop

The latest news from Slaughterdust is that a few months ago refugees calling themselves. The Group of Quietness fled from the area just before an army of The Ruthlessness of Dells led by the goblin Athrab Notchedshaken descended upon the place. Months ago refugees calling themselves. The Band of Stasis fled from the area just before an army of The Ruthlessness of Dells led by the goblin Athrab Notchedshaken descended upon the place. Months ago refugees calling themselves. The Band of Stasis fled from the area just before an army of The Ruthlessness of Dells led by the goblin Athrab Notchedshaken descended upon the place. Months ago refugees calling themselves. The Dropy Gouncils fled from the area just before an army of The Ruthlessness of Dells led by the goblin Athrab Notchedshaken descended upon the place. Months ago refugees calling themselves. The Gouncil of Entrancing fled from the area just before an army of The Ruthlessness of Dells led by the goblin Athrab Notchedshaken descended upon the place. Months ago refugees calling themselves. The Gouncil of Entrancing fled from the area just before an army of The Ruthlessness of Dells led by the goblin Athrab Notchedshaken descended upon the place. Months ago refugees calling themselves. The Fellow Goalition fled from the area just before an army of The Ruthlessness of Dells led by the goblin Athrab Notchedshaken descended upon the place. Months ago refugees calling themselves. The Yellow Goalition fled from the area just before an army of The Ruthlessness of Dells led by the goblin Athrab Notchedshaken descended upon the place. Months ago refugees calling themselves the Soaled Society of Bells led from the area just before an army of The Ruthlessness of Dells led by the goblin Athrab Notchedshaken descended upon the place. Months ago refugees calling themselves The Soaled Society fled from the area just before an army of The Ruthlessness of Dells led by the goblin Athrab Notchedshaken

. Aiding the Humans is not free for us. The booze can easily be replace but hauling cost a lot of dwarfpower that the Humans can never repay us. If we include the time it will take to haul the things we bought from the humans to our stockpiles we will have spent an entire moth working on this one project. Since three caravans arrive each year that means three months of labour that do nothing to further the interests of Breadbowl. Perhaps we should use minecarts to haul food in the future. Unfortunately a simple farmer cannot build such a system.

#### Month 5

I was reading the bookkeepers reports and apparently we have massive stocks of brewable plants we haven't gotten around to brew yet. Next I checked some of our brewing hubs and to my horror I found that most of our stills were unmanned. This is rectified. The animal population is getting out of hand (I was under the impression that ordering almost every animal butchered and every nest destroyed would keep them under control). A few weeks ago we were down to 230 animals but since the pythons and a few birds hatched we are now well above 270 again. I need to employ more butchers. After increasing the number of active stills it followed that I would need to increase our pot production as well. I did this by optimizing the glass industry and dropping wooden and rock pots since both rock and stone are becoming rare. I increased production of clear glass blocks as well in case the farms are expanded. I doubt that will happen because it hasn't happened the past 5 months but should it happen I would like to be ready.

I used the decimation of the watchers to implement parts of my military reform. I disbanded two of the civilian squads and created a crossbow squad of the remains. The brilliant part is that I intend to briefly train them on live targets which liberates them to do other work permanently in the meantime. I have increased the workforce and limited the military. A glorious triumph.

I think I am losing control over this town. The citizens are becoming harder to work with. Case in point: the previous iteration of the dump squad was a considerable success but the current iteration has done no work despite having twice the original number. I revoked their bedroom privileges to motivate them but they initiated more protests and refused to work. They were discharged and I am currently looking for new candidates. All sorts of animal are hatching. We now have more than 300 animals. I have had no luck ordering citizens to remove the nestboxes from the pastures. Looks like we will be a ranching community and not a farming community in the future assuming we can keep up with taming these animals. Oh god. Monitor lizards hatched. We currenty have 330 animals. I selected a docile dwarf to serve as the core of the dump squad. I will use this dwarf to determine exactly what is so detrimental to the work ethic of these dwarves. We ran out of wood. Despite the fact that 5 months ago I ordered some trees to be felled because they are in the way of some farms I would like to establish. This is a pity because I intended for my new crossbow squad to use wooden bolts for training as to better conserve the live targets. It will make exporting goods to the elves a little easier so I guess there is a bright side. I reinstated the bedroom privileges for the one man dump squad and solved the riddle of the terrible productivity in this town: the dump squad is more inclined to built floors than dump garbage which makes their bedrooms distracting as they're unfinished. Unfortunately this means that making the dump squad more efficient won't yield the key to make everyone else more efficient. Disbanded the dump squad as I wait for their quarters to be finished. A depressed dwarf apparently died. I don't feel anything. I caught myself considering to let the goblins enter Breadbowl and slay all of our animals and useless dwarves so that a more efficient fort may rise from the ashes. I am clearly unfit to lead this settlement any longer. I tried to clean Breadbowl but I find it is dirtier now than when I took power. More dwarfpower is diverted towards non-essential tasks like melting down goblin equipment and producing ludicrous amounts of booze to satisfy foreign interests than towards handling the egg-laying menace.



depressed dwarves 'Tonik' Abalineth, Haggard

Meditate on Suicide

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: TheFlame52 on August 13, 2016, 03:28:01 pm

I nicknamed him 'lazy bastard' because he *refuses* to mine. Even with all labors disabled and the area to mine set to priority 1. Honestly, 0.42/0.43 is so buggy that I prefer 0.40!

Title: **Re: Breadbowl: a Succession Farm [42.06]**Post by: **Zuglarkun** on **August 13, 2016, 09:24:29 pm** 

A pity. You were doing great things for the narrative. Breadbowl, *undone* not by goblins, but by tripping its fat overfed face over the many hundreds of animals running amok all over the fortress and undermining FPS because the dwarves couldn't give a shit about themselves, let alone their animals.

In older succession forts, I've often had to resort to stopping all the ongoing shit from going on and diverting the entire workforce towards MY goals to get anything done at all.

If anyone is willing to do cleanup, would advise suspending ALL ongoing labors, building more butcher shops albeit if only temporarily, increasing the amount of butchers (this means mostly everyone). Heck take the military off duty and undesignate the barracks so they can help. Just leave a pair of each species for breeding if possible, though I would advise culling the not so special species so we have less to micromanage (draltha's, giant olms, anything that can't be fully domesticated and isn't a special snowflake). IF you want to further micromanage, target all the adult females for butchering first, this will prevent further surprise births down the line.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Fleeting Frames on August 13, 2016, 10:06:22 pm

Perhaps butcher the smaller species first?

I can't feel your pain, Migrant. If I saw 2 FPS in a fort, I'd assume a bug and kill the process, not run it for ...25 hours. Heck, last I opened breadbowl on Ncommander's save I had 11 FPS, which I considered "nope" territory.

Even failing, you are an example to aspire to.

On Dfhacking: Has other stuff that does not affect gameplay significantly such as removing the 7k webs and removing all the falling leaves and cleaning constructions been done?

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Migrant on August 14, 2016, 04:04:28 am

Well to be fair it only hit two FPS during the siege (80+ extra pathing creatures) and after the breeding explosion (and then I was just reading a book or the newspaper and waiting for them to do some of the things I ordered them to do). As for cleaning up this mess: deconstructing nest boxes is far more important than butchering every animal because they **will** out breed you. I had 4 active butcher's shops (whose tasks were made important with 'n') and I failed completely. I am by no means a DFHack wizard so I don't really know the best way to clean up the fort.

I'm really happy you took it so well and liked what I was trying to do even though we didn't get a single migrant which would have been a key plot point.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: HMetal2001 on August 14, 2016, 04:09:32 am

So if somehow this gets adapted to a TV show or a book, how do we translate FPS?

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Zuglarkun on August 14, 2016, 09:08:40 am

Quote from: HMetal2001 on August 14, 2016, 04:09:32 am

So if somehow this gets adapted to a TV show or a book, how do we translate FPS?

No real way to go about that without some sort of clunky time-space warping shenanigans or something.

Well, there is always audience participation to simulate that I suppose.

Suppose for a TV show, perhaps a drinking game counter? e.g. Every time FPS counter drops to single digits, a Breadbowl symbol will flash on the top right hand corner of the screen, or perhaps someone on screen takes a look at the camera, makes a discrete toast and takes a sip or something. This ought to act as a prompt for viewers to take a shot of drink themselves. A proper amount of inebriation is the only way to experience Breadbowl.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Sanctume on August 14, 2016, 09:45:14 am

Where's the last save this last siege?

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: HMetal2001 on August 14, 2016, 10:40:25 pm

Quote from: Zuglarkun on August 14, 2016, 09:08:40 am

Quote from: HMetal2001 on August 14, 2016, 04:09:32 am

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B-but I'm 15. And Muslim.

EDIT: Well, if we're going for a sci-fi route, there's always the trusty temporal anomalies from Voyager. With the goblins causing a massive spike in temporal disturbances. Great. I'm already Treknobabbling.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: HMetal2001 on August 20, 2016, 05:58:58 am

Journal of HMetal Spunceiling, Viscount of Breadbowl

1 Galena, 248

Where do I even begin. Torden quit after losing his temper on the **300** olms in this place. Can't say I blame him. Nobody feels like doing anything. Nearly everyone, myself included, is stressed here. And because of that, nobody is getting rid of them. With all the spare olm meat and other products, we could feed almost everyone else in the Old Nets and earn a tidy profit. Oh well, King Sibrek is handling everything well enough, considering the circumstances.

OOC:Did I kill this thread's momentum?

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: Fleeting Frames on August 20, 2016, 12:09:18 pm

Nah, it's because no updates...Lets see, after migrant it should be MooneyTheHuman, then Luneya. Has somebody PMed them in last week?

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: luneya on August 21, 2016, 04:07:12 am

I'm still here, and checking the thread every few days, so I'll be ready to go whether I get PM'd or not.

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: Fleeting Frames on August 21, 2016, 04:12:05 am

Well, sent a PM to Moony.

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: MoonyTheHuman on August 21, 2016, 07:39:25 pm

Wew, ill go with this one, two turns came at bad times.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: HMetal2001 on August 22, 2016, 01:15:07 am

Quote from: MoonyTheHuman on August 21, 2016, 07:39:25 pm

Wew, ill go with this one, two turns came at bad times.

Can't wait.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Zuglarkun on August 22, 2016, 02:29:57 am

Yay! Breadbowl plods on! Let the FPS butchering commence!

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: HMetal2001 on August 23, 2016, 08:58:21 am

Journal of HMetal Spunceiling, Viscount

5 Galena 248

Now MoonyTheHuman (don't ask me why he goes by that) is willing to take over. Let's hope he can deal with the goblins. He's the Crazy Mechanic. He'll probably come up with a complex mechanism that'll grind them up. If all else fails, I'm certain he'll fight like the best of us (Taupe and Sanctume).

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: ofasgard on August 28, 2016, 08:57:53 am

I wasn't expecting to get 20FPS when I loaded the save, but I did! I've never played in a succession fort before, but I'd be happy to be added for a turn.

Edit: This fortress is insane. Heaps of rotting goblin corpses, dead werecreatures lying in the road with dwarves tripping over them on their way to make pots, arcane devices submerged in the ocean churning away for some unknown purpose...

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: Fleeting Frames on August 28, 2016, 11:29:41 am

20 FPS....That's better than what I was scared away by! Good luck \*waits for Moony\*

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: TheFlame52 on August 28, 2016, 11:34:38 am

At least they pulled the dead dragon out of the doorway.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: HMetal2001 on August 28, 2016, 08:26:58 pm

Journal of HMetal Spunceiling, Viscount of Breadbowl 5 Galena 248, Supplemental

Moony hasn't taken command yet. The day feels very slow. I asked some peasant who was hauling something. He said that one instant (he called it a frame) feels like 20. I feel like 5 "frames" are going past us every instant though. It's probably because Moony hasn't taken the reins yet. ToniK is still very depressed, though.

OOC: Am I helping?

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: QuQuasar on September 01, 2016, 03:53:55 am

Quote from: MoonyTheHuman on August 21, 2016, 07:39:25 pm

Wew, ill go with this one, two turns came at bad times.

Hullo the fort!

It's been a week and a bit, Moony. How are things going?

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: HMetal2001 on September 01, 2016, 08:33:07 am

For a week. No posts by Moony.

Oi QuQuasar, could you please update the original post with Migrant's posts?

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Sanctume on September 01, 2016, 09:48:53 am

It is most unsettling that accounting for traded booze and food are not up to precise standards.

This is Breadbowl, our mission still remains in feeding the dwarven civilization with above-ground produce.

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: HMetal2001 on September 01, 2016, 11:14:46 am

I DL'ed the save and ran the fort. It ran for 11 FPS!

Also, why does this exist?

Avuz Uzolgérig, Giant Louse (Tame)

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: Sanctume on September 01, 2016, 11:23:20 am

The giant louse is on the loose and some loser dwarf has blood to lose.

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: TheFlame52 on September 01, 2016, 12:06:15 pm

It's somebody's pet.

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: HMetal2001 on September 01, 2016, 12:09:23 pm

Some dorf named Catten to be precise. He should be renamed Creep. His job title should be The Madman.

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: Gwolfski on September 01, 2016, 12:10:40 pm

Dorf him as Gwolfski II

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: TheFlame52 on September 01, 2016, 12:24:10 pm

Quote from: Gwolfski on September 01, 2016, 12:10:40 pm

Dorf him as Gwolfski II

No dude, that's not how Breadbowl works. No mysterious identical cousins with the same name.

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: Sanctume on September 01, 2016, 12:36:04 pm

Quote from: QuQuasar on August 13, 2015, 09:39:58 pm

DWARF LIST

You may be redorfed after death, but you'll need to come up with a new name. No resurrections, body-hopping or suspiciously similar distant cousins please.

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: HMetal2001 on September 01, 2016, 01:20:51 pm

Quote from: Gwolfski on September 01, 2016, 12:10:40 pm Dorf him as Gwolfski II

Something like G-Dingo-Ski

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: TheFlame52 on September 01, 2016, 01:30:50 pm

Quote from: HMetal2001 on September 01, 2016, 01:20:51 pm

Quote from: Gwolfski on September 01, 2016, 12:10:40 pm

Dorf him as Gwolfski II

Something like G-Dingo-Ski

get out

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: HMetal2001 on September 01, 2016, 09:48:55 pm

Quote from: TheFlame52 on September 01, 2016, 01:30:50 pm

Quote from: HMetal2001 on September 01, 2016, 01:20:51 pm

Quote from: Gwolfski on September 01, 2016, 12:10:40 pm

Dorf him as Gwolfski II

Something like G-Dingo-Ski

get out

Ey, it had to keep in a theme. G-[Insert wild canine]-Ski.

Also it's fun to say.

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: **HMetal2001** on **September 11, 2016, 09:01:07** am

QuQuasar, could you either postpone or skip Moony? Nothing has happened here. NOTHING

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: QuQuasar on September 11, 2016, 09:46:36 pm

Right.

PM Sent: Luneya is up next.

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: **HMetal2001** on **September 17, 2016, 02:06:31 am** 

Could you add the giant louse fiasco to the quotable quotes segment?

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: TheFlame52 on September 17, 2016, 10:11:19 am

Ncommander's turn is like a third of the quotes.

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: Fleeting Frames on September 17, 2016, 10:51:39 am

Since I'm unsure anyone PMed them and there's been no activity this week, sent a PM to Luneya (escaped lunatic? well here's hoping)).

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: HMetal2001 on September 17, 2016, 12:25:31 pm

Moony vs Luny: The Battle of the Breadbowl Delayers sounds like a good movie.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: QuQuasar on September 17, 2016, 05:12:03 pm

Quote from: HMetal2001 on September 17, 2016, 02:06:31 am

Could you add the giant louse fiasco to the quotable quotes segment?

Which comments? (I'll add it, but to be honest I didn't find any of the comments there particularly quotable)

I'll give Luneya one more day. If anyone else wants to come in and oversee Breadbowl, that would be most welcome. That includes people who have already had a term, since we're about to enter second term overseer territory.

Oh wait, NCommander is up next. Minor correction then: "If anyone else wants to come in and oversee the flaming crater where Breadbowl once was..."

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: TheFlame52 on September 17, 2016, 05:14:44 pm

NCommander's actually a competent overseer, the problem is he got really really unlucky on his last turn. Well, at least there aren't any more dragons!

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: Fleeting Frames on September 17, 2016, 05:38:16 pm

There's at least 1 more dragon.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: TheFlame52 on September 17, 2016, 05:54:57 pm

fuck we're doomed

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: **luneya** on **September 17, 2016, 08:59:09 pm** 

I'm here. Sorry for not responding sooner; I hadn't been checking the forum as frequently with nothing happening. I'll probably get my first game posts up on Monday.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: **NCommander** on **September 18, 2016, 02:23:13 am** 

Quote from: TheFlame52 on September 17, 2016, 05:14:44 pm

NCommander's actually a competent overseer, the problem is he got really really unlucky on his last turn. Well, at least there aren't any more dragons!

I dunno, 2016 has been a bad year for me burning down forts. If you think what I did to Breadbowl was bad, you should take a look at the impact crater I left in Boarpaints. You're still sigged about my turn though:).

I can't say I've very much been in a DF mood as of late so I'm happy to let anyone have my slot.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: HMetal2001 on September 18, 2016, 05:31:33 am

Quote from: luneya on September 17, 2016, 08:59:09 pm

I'm here. Sorry for not responding sooner; I hadn't been checking the forum as frequently with nothing happening. I'll probably get my first game posts up on Monday.

Well, you can use the notification to email feature.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers
Post by: luneya on September 19, 2016, 03:07:28 pm

10 Galena 248, in the Royal Throne Room:

King Sibrek: Gentledwarves, We have called this meeting because We have a serious crisis on Our hands. With the abrupt resignation of Migrant, We have no dwarves remaining who are qualified to assume the position of overseer. This situation has forced Us to personally take on the mundane trivia of running a fortress, which is entirely unacceptable.

Commander Taupe: Can't you just draft a random dwarf like we usually do, your majesty?

King Sibrek: It's too important a position to be given to just any peasant. We do, of course, maintain a list of qualified dwarves to whom the position may be assigned. However, it appears that the content of the list is no longer a secret. None of Our candidates has been seen in nearly a month. They must be punished for this dereliction of duty, of course, but the problem of selecting an overseer must take priority. Viscount HMetal, do you have any candidates to suggest?

Viscount HMetal: No, your majesty. I have not seen your list of qualified dwarves, but neither have I seen any of the dwarves that I would judge to be capable in the past month.

Aristotle: If I may, you majesty?

King Sibrek: We are listening.

Aristotle: My teacher, Plato, taught that philosophers make better overseers than do the sort of dwarves that are more typically selected by the nobility.

Viscount HMetal: In the absence of any more conventional candidates, Aristotle's suggestion does seem reasonable, sire.

King Sibrek: Ha! It's obviously a self-serving push for power. But We have no other candidates. Very well, the recommendation is accepted.

Aristotle: Thank you, your majesty.

King Sibrek: Not so fast. We did not say that you are appointed overseer. It happens that you are not the only philosopher in this fortress.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers
Post by: luneya on September 19, 2016, 03:29:05 pm

From the diary of Luneya, first philosopher-overseer of Breadbowl:

11 Galena 248

Last night, King Sibrek summoned me to an audience, where he decreed that on account of my work as a philosopher, I would be elevated to the position of overseer of Breadbowl. I was very surprised to be so chosen. Philosopher-kings are certainly not fashionable among the dwarves, and even if they were, Aristotle would be the more logical candidate. His work deals with practical matters such as the nature of fire and the biology of the various animals of the world. Mine deals with such elfy matters as epistemology and (Armok forbid) normative ethics. (Should any non-philosophers ever have cause to read this, note that normative ethics means moral theory; this is opposed to Aristotle's dwarfier ethical theory, which focuses on self-improvement.) My most un-dwarven taste in philosophies is in fact the reason why I am a citizen of Breadbowl in the first place. The leader of my previous outpost wanted to exile me to the elven kingdom, but his Sheriff told him that he did not have the legal authority to do so. So he sent me to Breadbowl instead, thinking that a fortress dedicated to the production of above-ground food crops was the next thing to an elven kingdom. This was, of course, before we got the news of Breadbowl's military achievements, or the news that it would be named mountainhome.

Anyway, my first task as overseer is to deal with an ethical question. Is it morally acceptable to engage in the mass slaughter of helpless animals? Given that we presently have 359 animals, I think I will be forced to answer in the affirmative, and worry about rationale later.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: Fleeting Frames on September 19, 2016, 03:51:31 pm

Hehehe.

Here's another to ponder.

Is it moral to engage in mass slaughter of the civilized people - elves, dwarves, goblins and humans?

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: luneya on September 19, 2016, 04:32:13 pm

OOC note: In my first attempt to run the fortress, it chugged along at 12 FPS for about two game-weeks, then crashed. I'm not about to give up yet--my character isn't THAT elfy--but I can't promise success. I'll make another attempt later this evening.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: luneya on September 19, 2016, 04:40:03 pm

Quote from: Fleeting Frames on September 19, 2016, 03:51:31 pm

Hehehe.

Here's another to ponder.

Is it moral to engage in mass slaughter of the civilized people - elves, dwarves, goblins and humans?

Breadbowl isn't a slaughter-the-peaceful-traders fortress, so elves and humans won't be an issue. As for goblins, self-defense is morally acceptable. One might argue that we're in the wrong in the present war, since our act of aggression in founding a fortress in the middle of goblin territory caused the whole thing. But my character is a philosopher, not a historian, so that point won't occur in-character.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers
Post by: luneya on September 19, 2016, 11:44:14 pm

From the diary of Luneya, first philosopher-overseer of Breadbowl:

1 Limestone 248

I managed to reach my first season-turning as overseer without any significant difficulties. The slaughtering is progressing slowly; we're down to 319 animals. To try to speed things up, I've enabled the butchery labor on everyone, suspended various low-priority jobs (mostly in construction) and built a couple additional butcher shops. Manager Asen has warned me not to cancel certain "destroy building" jobs on pain of some nebulous catastrophe he calls a "crash." I don't really understand what he's talking about, but I've left those jobs alone nonetheless. I've also ordered a halt to animal training, and placed most of the non-tame animals on the slaughtering list. I realize this might be unpleasant news for the trainers, but Breadbowl is a working farm; slaughtering the animals that you've personally raised is part of the business.

In other news, the planter Udib Olinmuthir has fallen into depression. I have attempted to snap him out of it, but with no obvious success. Still, he hasn't suicided yet. As they say, where there's life, there's hope. And life is something of which Breadbowl has no shortage ;D

### Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: luneya on September 20, 2016, 01:44:27 am

From the diary of Luneya, first philosopher-overseer of Breadbowl:

6 Sandstone 248

I just finished dealing with the Dwarven caravan. I wasn't able to fulfill the mandate of "sell all food" because my hauling crew was too darned slow, and most of my food stocks were loose rather than barreled, creating too many hauling tasks. (Yes, I know I could have waited another week before the caravan bailed on me, but I ran out of patience.) Adding to the annoyance, my bookkeeper has not kept up her records accurately, so I had to manually tally the goods. By my counts, we sent out 288 raw plants, 319 eggs, and 811 raw and prepared meat products, for a total value of \$85516. I got about half that value back in miscellaneous metals, blocks, empty containers, weapons, and clothing, being careful not to accept anything from the forbidden import list.

## Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: Imic on September 20, 2016, 02:55:10 am

Put me on the turn list. IT'S ALIIIIIVE

## Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: Fleeting Frames on September 20, 2016, 04:22:26 am

Ooh, trees growing through constructions crashing the game I take it? Nasty.

Could pre-haul the food near to depot, though wooden containers make elves unhappy.

### Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: HMetal2001 on September 20, 2016, 05:21:40 am

This is a prologue.

Journal of HMetal Spunceiling, Viscount of Breadbowl 12 Galena, 248

So one of our philosophers, Luneya has taken command over the fort? At least he has a mind for thinking. If I had to do it, I'd be too hammered. Probably beacuse working in a still leads to "the inhalation of alcohol fumes". That's what the doctors here say anyway. Well, it "causes a permanent impairing of the brain".

But aren't dwarven brains dependent on alcohol?

Oh, Luneya. So now our philosopher-overseer is now pondering about the 359 giant olms and other animals are to be slaughtered or not. How do I know? Er, uhh...

He's been murmuring across the halls as though his wife(Armok forgive) had been taken to the hospital for fractured ribs. Let's just hope it goes alright.

I was AFK when Luneya's first diary entry was posted, so I had to make it a prologue. Sorry for the anachronism.

## Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: luneya on September 20, 2016, 01:31:17 pm

From the diary of Luneya, first philosopher-overseer of Breadbowl:

1 Moonstone, 248

Winter has arrived, and everything is still running smoothly. The animal population is down to 125, with most of the marked beasts having been slaughtered. This has given me time to look into more fundamental management issues. I noticed that a previous overseer had assigned our strongest dwarf, Murky, as captain of the fortress guard. This choice is morally repugnant, as it has the effect of turning even the most minor of crimes into a de facto capital offense. Even those dwarves who reject the notion of morality should be horrified at the waste of useful laborers. I ordered Murky transferred to the regular military, where her skills can do us some good, and picked a suitably weak dwarf to take over the fortress guard. I didn't want to waste resources preparing quarters for the new guard-captain, but I was able to find enough suitable spaces by scrounging through older regions of the fortress. Captain Likot has his bedroom, dining table, and weapon/armor/office space on three different levels of the fortress, but he doesn't seem to have any objection to this.

### Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: TheFlame52 on September 20, 2016, 01:43:59 pm

The reason you still have a fort is because of Murky! She killed all the tantrumers before they could stress out the more stable dwarves!

# Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: HMetal2001 on September 20, 2016, 02:04:02 pm

The viscount **CAN'T DIE!** 

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: Migrant on September 20, 2016, 02:11:14 pm

I am most pleased that my quitting didn't end the fort although it took a full moth to recover. Luneya you seem to be handling the animal menace quite well which make the DFHack discussion moot. Has there been a great FPS gain after you murdered 200 animals?

### Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: Sanctume on September 20, 2016, 03:23:06 pm

If Sanctume was still Captain of the Guard, he would a mace for punishment, and the thick-headed tantrumers will be left alive, retarded, mewling helplessly as they crawl around and licking their meals off the floor.

## Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: luneya on September 20, 2016, 09:07:29 pm

Quote from: TheFlame52 on September 20, 2016, 01:43:59 pm

The reason you still have a fort is because of Murky! She killed all the tantrumers before they could stress out the more stable dwarves!

That may be, but the fort is stable now. We only have one severely stressed dwarf left, and he seems to be a depressive rather than a tantrumer. It was time to make the switch.

#### Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: TheFlame52 on September 20, 2016, 09:08:35 pm

fair enough

#### Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: luneya on September 20, 2016, 09:12:36 pm

Quote from: Migrant on September 20, 2016, 02:11:14 pm

I am most pleased that my quitting didn't end the fort although it took a full moth to recover. Luneya you seem to be handling the animal menace quite well which make the DFHack discussion moot. Has there been a great FPS gain after you murdered 200 animals?

I didn't murder them. I butchered them for food, as per Breadbowl's mission statement. Murder would be the sort of pit drop "sacrifice to Armok" arrangement seen in less pastoral forts. I personally have never liked such setups, and my character would definitely disapprove. As for FPS, it's improved from 12 up to at least 16, with occasional bursts of 20 FPS when very little is going on.

#### Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: **luneya** on **September 20, 2016, 09:33:27 pm** 

Quote from: HMetal2001 on September 20, 2016, 05:21:40 am

So one of our philosophers, Luneya has taken command over the fort? At least he has a mind for thinking. If I had to do it, I'd be too hammered. Probably beacuse working in a still leads to "the inhalation of alcohol fumes". That's what the doctors here say anyway. Well, it "causes a permanent impairing of the brain".

But aren't dwarven brains dependent on alcohol?

Even human philosophers tend to be the type of people who can drink until they get sick without suffering much mental impairment in the process. They might not be able to drive home or even walk in a straight line, but they can still argue coherently. I imagine that a dwarven philosopher would be much the same, only more so.

Incidentally, here's my character's profile:

Spinner (59.58%)

🎖 'Luneya' Idokkel 🕲 ('Luneya' Pointmetal) Caste: Dwarf Age: 80 Years Old Size: 59,070cm<sup>3</sup> Profession: Philosopher Happiness: Fine (Stress: -25.5k) Within the last week she felt uneasiness after being unable to pray for too long, loneliness after being away from family for too long, loneliness after being away from friends for too long, euphoric due to inebriation(+100), disgust after retching on a miasma, nothing after witnessing death (x16), ed after witnessing death (x183), bliss dining in a legendary dining room and satisfied at work (x3). Within the last season she felt bliss after sleeping in a great bedroom, grouchiness when caught in the rain, euphoric due to inebriation, bitterness after getting into an argument, interest seeing a fine trade depot, nothing while in conflict, euphoric due to inebriation, euphoric due to inebriation, annoyed at the lack of dining tables and irritation when thirsty Skills: [3] Competent Dyer 2.5k/2.6k xp (81.2%) [1] Novice Gelder 500/1.1k xp (0.0%) Rusty Highest Moodable Skill: Personality: Doesn't focus on material goods. Is stubborn. Tends to be a little tight with resources the best outcome. Tends to be a bit stubborn in changing their mind. Tends to form only tenuous emotional bonds with others. Is trusting. Doesn't seek out excitement. Would have the world operate in complete harmony. D Preferences: Likes bandfire opal, nickel, dacite, king cobras, geese and flasks. Prefers to consume bayberry wine and drunian. Hates leeches. Top 3 Roles: 1. Dyer (66.14%) Gelder (62.22%)

A short, sturdy creature fond of drink and industry.

She's not actually alcohol-dependent, but is "fond of drink" and seems to be getting positive moods for drunkenness. So I guess she fits the model.

# Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: QuQuasar on September 20, 2016, 09:50:47 pm

Within the last week she felt disgust after retching on miasma, nothing after witnessing death (x16), horrified after witnessing death (x183), grouchy when caught in the rain, euphoric due to inebriation (+100).

The quintessential Breadbowl experience: mountains of corpses rotting in the neverending rain and everyone too drunk to care.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: Fleeting Frames on September 20, 2016, 09:51:00 pm

That's not bad at all. Truly, Khorne rewards you for spilling the blood.

Also, having both seen and done drunkposting, I'd say that statement is more like "you don't really need that much brainpower to pump a screw".

### Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: luneya on September 21, 2016, 12:47:26 am

28 Obsidian 248, in the Royal Throne Room:

Hammerer/Herald Feb: Your Majesty, Philosopher-Overseer Luneya is here with the end-of-year report.

King Sibrek: Send her in.

Luneya: Your Majesty, the fortress has prospered throughout my half-year tenure as overseer. In the autumn, we successfully completed the project of culling unnecessary livestock. This winter, we have been able to shift resources back into normal operations, and expect to have much food and booze to ship out by the spring caravan.

King Sibrek: That is good news, given the disappointing reports We have had about the fall caravan.

Luneya: Yes, Your Majesty.

King Sibrek: Do you have any other events of note to report?

Luneya: Yes, Your Majesty. The goblins declared a siege this winter, but did no damage. However, we did face one real attack during the siege period, from an ettin. The ettin damaged a mechanical device at the southeastern corner of the fort; I have not ordered repairs, as I have not been able to determine anything about that machine's purpose or operation. The ettin then made its way from the caverns to the surface outside of the fort, where it killed the few siegers who actually entered the map, and then proceeded to slay one civilian (Oddom Vabokvathez, Coffin Jockey) and severely wounded another (Ast Kaboslan, Animal Caretaker); the military arrived in time to prevent the death of the latter, and easily dispatched the ettin. As this took place during the siege, neither civilian had any business being outside of the fort with the ettin at all; the fate of such fools is of no importance to the fortress as a whole.

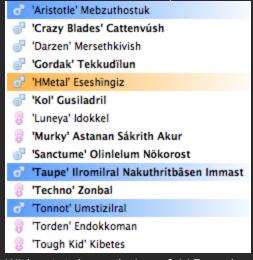
King Sibrek: Considering the history of this fortress, that is a favorable military report indeed. We still profess some doubts about the philosopher-overseer concept, but to now your performance has exceeded Our expectations. We therefore authorize and direct you to continue as overseer for one full year.

Luneya: Thank you, Your Majesty. I shall not disappoint you.

## Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: luneya on September 21, 2016, 01:04:34 am

OOC question: Do we currently have a dorfing queue? The thread's gotten so long that it's impossible to find anything.

Here's the list of currently named dwarves that are still alive: (The dead are far too numerous to post.)



(http://postimg.org/image/476c3fj4l/)

With a total population of 115, and only these 14 taken, there's plenty of room for any and all requests to be fulfilled.

# Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: Fleeting Frames on September 21, 2016, 02:23:38 am

An ettin? In the caverns? How, was it that FB-catch device built near the ocean again?

# Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: luneya on September 21, 2016, 03:04:03 am

Quote from: Fleeting Frames on September 21, 2016, 02:23:38 am

An ettin? In the caverns? How, was it that FB-catch device built near the ocean again?

Yep, that's what it looked like. Either the thing doesn't work at all, or else the designer forgot about building destroyers. I'm certainly not going to try to figure out what to do with it.

## Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: Fleeting Frames on September 21, 2016, 03:06:43 am

Oh yeah, when I last looked at fort it was open to the caverns, practically (only hatch/door blocking). That was a long time ago, but might need checking.

## Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: TheFlame52 on September 22, 2016, 10:50:30 pm

Quote from: QuQuasar on September 20, 2016, 09:50:47 pm

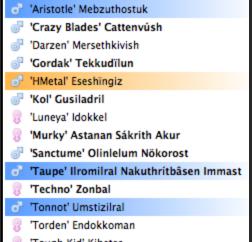
The quintessential Breadbowl experience: mountains of corpses rotting in the neverending rain and everyone too drunk to care.

Aren't you glad I modded in the alcohol syndrome?

#### Quote from: luneya on September 21, 2016, 01:04:34 am

OOC question: Do we currently have a dorfing queue? The thread's gotten so long that it's impossible to find anything.

Here's the list of currently named dwarves that are still alive: (The dead are far too numerous to post.)



Tough Kid' Kibetes (http://postimg.org/image/476c3fj4l/)

With a total population of 115, and only these 14 taken, there's plenty of room for any and all requests to be fulfilled.

Kol is mine and Tough Kid isn't anyone's. I just named him that because he was orphaned as a baby but lived. He also doesn't care about anything anymore.

Title: Re: Breadbowl: a Succession Farm [40.24]
Post by: Zuglarkun on September 23, 2016, 08:45:46 pm

Well if I'm contemplating on signing on for another turn, having another dwarf to roleplay that hasn't been converted to furniture would help.

So...

Quote from: Zuglarkun on May 02, 2016, 04:29:55 am

Redorf me as Ivomotad and set the fella to the farms if you will.

I don't care about profession or gender. ROLL TEH 1d101!

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: **HMetal2001** on **September 30, 2016, 12:18:25** pm

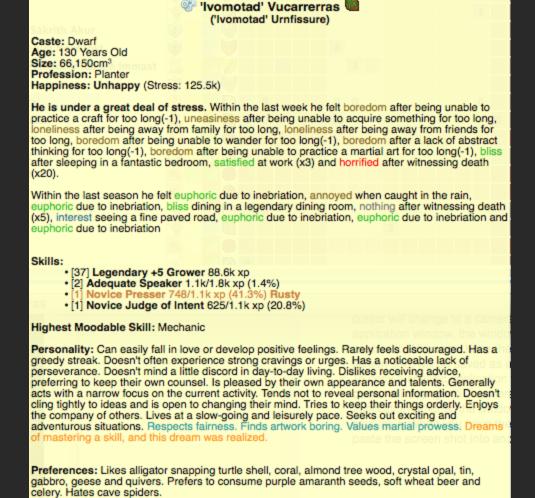
Hey Luneya. When's your next post?

I know the feeling of RL events, and how they intervene succession games, but update please?

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers
Post by: luneya on October 02, 2016, 01:44:34 pm

Sorry about the delay; this past week in RL has been far busier than I anticipated when I announced in-character that I'd play out a full year rather than handing it over immediately. I've got enough time right now to play a season or two, so let's get started.

First, a dice roll for Zuglarkun. It so happens that the last dwarf on the list isn't one I really want to assign, so omitting him leaves 100 dwarves. And my bucket of dice happens to be right next to my computer. So, rolling d%, we get 91. Dwarf #91: Unib (now Ivomotad) Vucarreras. By coincidence, it's the planter that Zuglarkun originally requested.



(https://postimg.org/image/mt5qxf62d/)

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: luneya on October 02, 2016, 02:32:35 pm

From the diary of Luneya, first philosopher-overseer of Breadbowl:

6 Granite 249

Top 3 Roles:

1. Farmer (89.28%) 2. Observer (67.23%) 3. Presser (64.38%)

A short, sturdy creature fond of drink and industry.

I recently received a petition from "a group of concerned citizens" in the form of a letter signed by a significant portion of the fort's population. The letter expresses outrage at the Ettin incident of this past winter, and demands that efforts be undertaken to secure the

fort from the caverns. Frankly, I was surprised to receive this document; petitions of this form are a custom of human governance. Perhaps it's my undwarfy reputation at play; certainly a more traditional dwarvish ruler like King Sibrek would handle such a petition by ordering that the bearer be handled. I considered a similar response, on the grounds that I shouldn't set undwarfy precedents that the next overseer might be bound to follow, but two things stayed my hand. First, there were riots in Breadbowl not too long ago, and I don't want to see another such uprising. Second, and more fundamental, I never saw a petition-bearer; the document was merely left on my desk while I was busy in another part of the fort. With nobody in particular drawing attention, I need to punish all of the signers or none, and there are far too many of them for mass punishment to be viable.

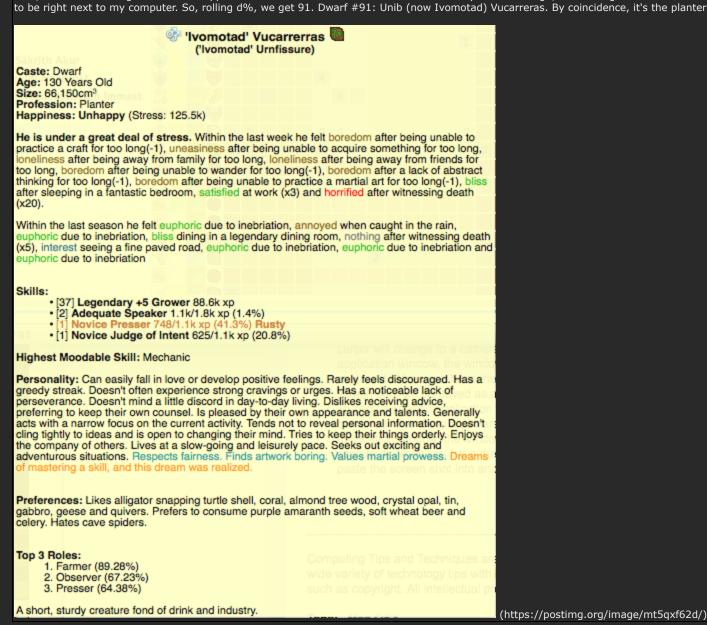
So, instead of punishment, I have ordered a group of engineers to survey the status of the lower levels of the fort. Their preliminary reports indicate that there are many open-shaft connections between the fort and the upper cavern, such as can only be exploited by flying monsters. The engineers estimate that it would be too costly to seal all of these, and assure me that unlike with HFS, flying creatures from the caverns are not a significant threat. There's also a questionable drawbridge connection to this cavern, with the bridge currently open, but guarded by cage traps. For security reasons, I have ordered this to be closed. There is also a hatch-covered connection to the lower caverns, but this is safely forbidden, and can be ignored. My engineers were not able to precisely identify the connection that enabled the ettin incident, but they assure me that it cannot provide access to the fort proper, but only to the ocean approach that the ettin did actually use. They estimate that opening up the caverns to allow for a more thorough investigation would be a greater risk to our defenses than simply maintaining the status quo. After considering their reports carefully, I agree, and will announce to the citizens that our fort is in position to handle any possible incursion from underground. This may prove to be propaganda rather than strict truth, but maintenance of order has to be my top priority.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers
Post by: HMetal2001 on October 02, 2016, 03:09:41 pm

Quote from: luneya on October 02, 2016, 01:44:34 pm

Sorry about the delay; this past week in RL has been far busier than I anticipated when I announced in-character that I'd play out a full year rather than handing it over immediately. I've got enough time right now to play a season or two, so let's get started.

First, a dice roll for Zuglarkun. It so happens that the last dwarf on the list isn't one I really want to assign, so omitting him leaves 100 dwarves. And my bucket of dice happens to be right next to my computer. So, rolling d%, we get 91. Dwarf #91: Unib (now Ivomotad) Vucarreras. By coincidence, it's the planter that Zuglarkun originally requested.



Where'd you get the picture? Dwarf Therapist?

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers
Post by: luneya on October 02, 2016, 03:26:50 pm

From the diary of Luneya, first philosopher-overseer of Breadbowl:

#### 27 Granite 249

I have just completed trading with the elven caravan. The weight of my food stocks exceeded the caravan's capacity, so I took everything they had in exchange, regardless of the normal restrictions. After all, it's still a net export of food.

Before:



(https://postimg.org/image/vbvpgrptb/)

OOC PS: Yes, HMetal, that's a therapist screenshot. The ingame dwarf display is still a bit of a mess, though at least the numbers of horrified thoughts are coming down.

#### Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: Fleeting Frames on October 02, 2016, 04:11:45 pm

Hm, elves couldn't take it all? I guess the next should go to humans, though running empty 3 times a year is part of the BB callenge :P Still, if they bring some clay taking that is usually most of the weight. There should also be a king somewhere overlooking the trade.

I notice you gave lots of drinks, but barely any food. Pretty low meat stores as well for so many killed animals, were they cooked into meals?

A fitting punishment would be to let malcontents explore the caverns - if they tantrum there, nobody else would be harmed. That said, underground crops are forbidden, so not much use there.

#### Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: QuQuasar on October 02, 2016, 06:10:49 pm

Quote from: Fleeting Frames on October 02, 2016, 04:11:45 pm

I notice you gave lots of drinks, but barely any food. Pretty low meat stores as well for so many killed animals, were they cooked into meals?

I suspect that's yet another bookkeeping error. Food in the trade depot is still counted as food on the main stocks screen until the traders leave, but drinks aren't. No idea why,

It's too late for the elves, but the instructions for trading are in the OP. I'm going to unspoiler them and repeat them here, in the hopes that maybe some day somebody will actually give us accurate food counts again:

#### Ouote

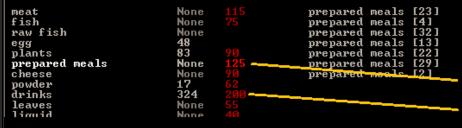
After some 'sperimentation, this is the easiest way I've found to trade everything required and get an accurate count on how much you exported:

First off, move *everything* to the depot before you even attempt to trade. This includes:

\* Everything in the drinks page. Say goodbye to your boozepile.

\* There is no food page, so do a search for both "roast", and "prepared food", and trade everything under both searches. I've you make any biscuits or meals, trade those too.

Once everything is moved, visit the stocks screen to calculate your output. It will be as follows:



To calculate a trades quantity...

\* Move everything to the trade depot.

Trader's don't bring prepared meals, so if you trade everything, the total of both numbers is your output.

Trader's \*do\* bring drinks, but they will be restricted, so your trade quantity is the white value.

5 Prepared Meals, and 324 Drinks.

You have to trade all your meals and drink for this to work, though. :D

prove it in error, I'll update this methodology. Finally, perform the trade itself. Trade everything in one hit. Don't worry about getting a good price: you won't need it. Stacks of roasts are very expensive anyway, and with the

This definately worked for my original trade (I double checked against the main stocks screen for drink and the numbers in the trade depot for food), but if any future trades

sheer number we'll be trading they'll give us anything we ask for and still leave suffering paroxysms of ecstasy.

Don't get too greedy though, lest the game suffer fps death from all the useless stuff they bring us.

#### Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: luneya on October 02, 2016, 07:30:14 pm

It happens that I completed the trade just before I had to leave for a while, and as a result hadn't unpaused yet. Here's the food section of my stocks screen:

```
164
meat
fish
                                   None
raw fish
                                   None
egg
                                   1 3
                                   886
plants
prepared meals
                                   7 4 8
                                   None
cheese
                                   2 7 7
6 8 1
powder
drinks
                                   3 4 4
1 0 4 9 8
1 8 6 8
leaves
liguid
glob
                                   2098
seeds
```

(https://postimg.org/image/y86v2yhnv/)

If I'm understanding how things work correctly, the stuff I traded will still be on-screen, but under the restricted column, as it's in the traders' inventory now. And those numbers do appear to be approximately correct with what I ordered moved to the depot for trading. So let them stand as my official count. (Just count the meat, plants, drinks, eggs, and prepared meals; I didn't attempt to trade anything in the other categories.)

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers
Post by: luneya on October 04, 2016, 02:32:16 pm

From the diary of Guard Captain Likot:

7 Slate, 249

When Philosopher-Overseer Luneya asked me to take this position, she claimed that it was essentially a sinecure. As captain of the guard, I'm officially responsible for matters of Dwarven Justice rather than military affairs, and there haven't been any criminal problems in Breadbowl since the riots several years ago. Even the inconvenient location of the office she found me wasn't supposed to matter, as I wouldn't have to do any significant amount of paperwork.

It's amazing how things can change in only a few months. The security overview that Philosopher-Overseer Luneya ordered at the beginning of the year showed one glaring hole: a poorly guarded bridge between the fort and the caverns, which wasn't even equipped with a lever to close it. She wisely ordered a suitable mechanism to be attached and the bridge sealed. Unfortunately, what with the rush to bring supplies to the Elven caravan, the second half of those orders never got carried out. Before anyone noticed this failure, a forgotten beast (whose arrival was also overlooked in the caravan rush) managed to use the unguarded bridge to access the fort, and then proceeded to kill half of our populace, including all of the other nobles and administrators, leaving me stuck in charge as acting overseer.

For the record, the total list of casualties, in order of occurrence, is as follows: Sazir Mebendok, Mason Litast Alathlektad, Leatherworker Mistem Kubuklal, Brewer Rakust Ferkadol, Diagnoser Kosoth Kivishthikut, Cook Reg Uzoludar, Furnace Operator Melbil Virdastot, Queen Consort Feb Aggusil, Glassmaker Goden Febibmat, Cook Stinthad Enammedtob, Miner Momuz Tosidedtul, Brewer Asen Udilniles, Adminstrator Dobar Amostaroth, Cook Inod Enoldoren, Diagnoser Vabok Konosdesor, Lye Maker Olin Alothmeng, Administrator Mestthos Morulrigoth, Herbalist Bomrek Emlikot, Animal Trainer Atir Bomrekstigil, Furnace Operator Vucar Oltarothlest, Woodworker Bim Avuzistam, Lye Maker Bomrek Ididash, Administrator Dobar Oltarom, Administrator Melbil Ateklorban, Diagnoser Viscount "HMetal" Eseshingiz Zan Cattenzimesh, Farmer Minkot Febas, Stonecrafter Catten Olinsikel, Axe Lord Cilob Vucarurol, Watcher Dakost Idashmistem, Wood Burner Urist Nakasreg Emencustith Deler, Axe Lord "Crazy Blades" Cattenvush, Swordmaster Udil Likottatlosh, Watcher Likot Moruldustik Sankestsemor, Bone Carver Rith Udildeleth, Hunter Sazir Adilibesh, Woodcrafter Kumil Shadmalalath, Administrator Torden Endokkoman, Planter Zulban Melbillun, Hypochondriac Fath Alathnefek, Titanslayer Ral Tholgoden, Herbalist Sigun Nokimkatthir, Brewer Urvad Abanlemis, Miller "Sanctume" Olinlelum Nokorost, Foremost Mace Lord "Taupe" Ilromilral Nakuthritbasen Immast, Commander Sodel Orrovod, Stonecrafter Rakust Dakostlogem, Brewer Ast Kaboslan, Animal Caretaker Onul Bernokgol, Miner Ingiz Gakizshem, Butcher King Sibrek Logemtad "Darzen" Mersethkivish, Soothsayer Viscountess Bim Sibrekrithol Mayor Mebzuth Kerkol, Fisherdwarf (elected on Sibrek's death, died shortly thereafter) Udib Olinmuthir, Planter Solon Nilnum, Axe Lord Erith Libashnol, Dwarven Child Philosopher-Overseer "Luneya" Idokkel "Tough Kid" Kibetes, Dwarven Child "Murky" Astanan Sakrith Akur, Axe Lord

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: HMetal2001 on October 04, 2016, 02:58:59 pm

Wait, my dorf's dead? Oh my, this is a first for me!

P.S 62 dead? Taupe and Sanctume dead? Also noticed that Eseshingiz is the 25th to be dead. Has a kinda messed up perfectness to it.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: Fleeting Frames on October 04, 2016, 03:11:24 pm

...Wow, that took a long time. I mean, the fort was open to the caverns for like 5 years, right?

\*looks back\* "The fort is stable now" hehe...

but you overlooked the FB so much we still don't have any ideas what it look(ed)s like expect "dangerous".

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: Sanctume on October 04, 2016, 03:20:01 pm

Wow, with Taupe and Murky dead, who else is left in the military?

Does Sanctume still have his tomb?

p.s. I wish to be dwarfed as "Dirk" and prefer a knife fighter or miner.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: luneya on October 04, 2016, 03:25:50 pm

It was some sort of giant spider or something; its FB power was web-spinning. As for the large count of dead, yeah, the early bunch was from its moving towards our main underground workshops and stockpiles, and the haulers not getting out of the way. And then it proved difficult to kill, with several of our big-name military dwarves falling in the process. It finally went down just before I was forced to resort to drafting every able-bodied dwarf I had left.

The farmers were all busy planting while this was going on, so we still have a food industry. Not much military left, but perhaps we can survive by playing turtle during future sieges. Or maybe another friendly ettin will show up to save our butts ;D

Actually, we're not completely screwed for military, as several of the unnamed veteran dwarves lived. We still have 4 axe lords, a hammer lord, and a spearmaster.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: HMetal2001 on October 04, 2016, 03:29:16 pm

The epitome of a dwarven epic fail. Hehe

Well, this adds to the novel/sci-fi TV adaptation I was buzzing about. !!FUN!!

But, in all seriousness, we thought a baby drowning in the old well was terrifying. Even more so the gorlak fiasco. The Great Fire is burned into our minds (not sorry). And now this? Ho boy oh boy. !!FUN!!

But, really think how this would be adapted into a novel. Breadbowl, already stuck in a mess made from the ashes of its former self. And now this? GOT now has a run for its money I guess.

Breadbowl, you weird dwarven insanity that came from too much sunlight, we love you. It may be dead, but it lives in our hearts, dammit! You'll be sorely missed.

PS. Too early to eulogize?

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: luneya on October 04, 2016, 03:34:20 pm

Sancturne, here's your new dorf. The custom profession "lazy bastard" is a relic of some previous overseer; I'm not sure if there was once a dorf name attached, but she's the only miner we have left, so she's yours now.

🎖 'Dirk' Keskalkemsor 🎟 ('Dirk' Shotentrance) Caste: Dwarf Age: 102 Years Old Size: 85,110cm<sup>3</sup> Profession: Lazy Bastard Happiness: Fine (Stress: 98.5k)

Within the last week she felt grouchiness when caught in the rain(-12), euphoric due to inebriation(+100), interest seeing a fine trade depot, boredom after leading unexciting life for too long, boredom after being unable to practice a martial art for too long, uneasiness after being unable to acquire something for too long, loneliness after being away from family for too long, loneliness after being away from friends for too long, boredom after a lack of abstract thinking for too long, uneasiness after a lack of decent meals for too long, satisfied at work (x2), satisfied after getting into an argument, disgust after retching on a miasma, contentment after putting on a well-crafted item, horrified after witnessing death (x95), shock at the unexpected death of somebody ef at somebody's death (x4), nothing after witnessing death (x2) and euphoric due to inebriation.

Within the last season she felt bliss after sleeping in a great bedroom, interest seeing a fine door, euphoric due to inebriation, satisfied upon improving metal crafting, bliss dining in a legendary dining room, euphoric due to inebriation, interest seeing a very fine paved road, interest after watching a performance, rapture after communing with a deity and uneasiness after being unable to pray for too long

## Skills:

- [43] Legendary +5 Miner 115.3k xp
- [8] Expert Bone Carver 7.0k/8.1k xp (19.2%)

- [6] Talented Pump Operator 5.0k/5.6k xp (43.9%) V. Rusty
  [4] Skilled Observer 3.1k/3.5k xp (59.3%)
  [2] Adequate Metalsmith 1.7k/1.8k xp (91.4%) Rusty
  [2] Adequate Beekeeper 1.6k/1.8k xp (70.0%) Rusty
- [2] Adequate Metal Crafter 1.4k/1.8k xp (44.0%) Novice Mechanic 988/1.1k xp (81.3%) Rus Novice Dodger 598/1.1k xp (16.3%) Rusty
- [1] Novice Gem Cutter 540/1.1k xp (6.7%) Rusty

### Highest Moodable Skill: Miner

Personality: Can easily fall in love or develop positive feelings. Is quick to form negative views about things. Does not often feel lustful. Has a greedy streak. Doesn't mind a little discord in day-to-day living. Does not generally seek retribution for past wrongs. Generally acts impartially and is rarely moved to mercy. Is not particularly interested in what others think of them. Tends not to eveal personal information. Tries to do things correctly each time. Has a sense of duty. Views oyalty unfavorably. Sees friendship as one of the finer things in life. Has a negative view of those who exercise power over others. Finds artwork boring. Values independence. Has abandoned any attempt at self-control. Deeply respects those that work hard at their labors. Dreams of mastering

Preferences: Likes white jade, lay pewter, rutile, geese, quivers, leather armor and spears. Prefers to consume hemp seeds, olive oil, pomegranate wine, brook lamprey and herring. Hates jumping spiders.

## Top 3 Roles:

- 1. Miner (92.88%) 2. Bone Carver (77.97%)
- Pump Operator (77.08%)

A short, sturdy creature fond of drink and industry

(https://postimg.org/image/vgj1g54hh/)

HMetal, your character may be dead, and mine along with him, but the fortress still lives. As long as there isn't another disaster in the next three seasons, there will even be more overseers after me. I refuse to go down in history as the overseer who killed Breadbowl.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: HMetal2001 on October 04, 2016, 03:36:10 pm

Sorry. Didn't mean to offend anyone question your honor here.

P.S Request to be redorfed as "Metalhead[Insert year of the chosen dwarf's birth]". One of the remaining axe lords should do nicely.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: **Sanctume** on **October 04, 2016, 03:39:55 pm** 

Awesome. I think that profession "lazy bastard" was given by Flame, maybe.

Population culling probably saves on FPS. Farmers and Cooks seems to be the elite caste.

Anyone checked the latest Legends to see the pop for The Old Nets?

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: luneya on October 04, 2016, 03:41:14 pm

Sanctume, you asked about a tomb for your previous character? Here's what I found



This is the resting place of place of Sanctume Olinlelum N°koros

(https://postimg.org/image/mq8cw7hf7/)upload img (https://postimage.org/)

I'm not sure if that's what you meant or not. It's a significant corner of what appears to be a shared burial complex, connected to the tomb of the late King Sibrek. But it isn't even really a private room; there's two other coffins in there occupied by dwarves of no particular interest.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: Sanctume on October 04, 2016, 03:45:07 pm

That's the one. One is for the wife, and the other is for As the depressed adult daughter.

Request a slab to see who killed him. :)

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Sanctume on October 04, 2016, 03:50:02 pm

Aha, Dirk points to the overseer who gave her that nickname.

Quote from: TheFlame52 on August 13, 2016, 03:28:01 pm

I nicknamed him 'lazy bastard' because he refuses to mine. Even with all labors disabled and the area to mine set to priority 1. Honestly, 0.42/0.43 is so buggy that I prefer 0.40!

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: luneya on October 04, 2016, 04:06:11 pm

Not about to add a slab engraving task now. The labor shortage is terrible enough as it is. Framerate's up to 30, though.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: HMetal2001 on October 04, 2016, 04:06:56 pm

Request to be redorfed as "Metalhead[Insert year of the chosen dwarf's birth]". One of the remaining axe lords should do nicely. Please?

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: QuQuasar on October 04, 2016, 04:31:04 pm

Quote from: luneya on October 04, 2016, 04:06:11 pm

Framerate's up to 30, though.

Some things in life are bad... they can really make you mad... (https://www.youtube.com/watch?v=SJUhlRoBL8M)

I'm now picturing the farmers of Breadbowl cheerfully singing and whistling that song as they carry the corpses of their comrades to a mass grave.

Webslingers, urgh. Murky, Taupe, Sanctume and Crazy Blades were 4 of Breadbowl's strongest warriors by far, and two of them wielded

artifact weapons.

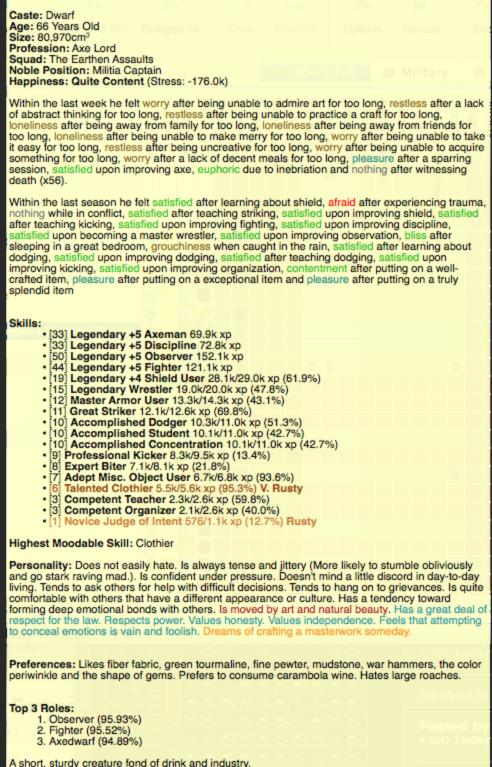
I'd really like like to see the description of the forgotten beast that took them down, if you can find it. If you've only got it's name, I think we might be able to track it down in legends. Also, any idea who struck the killing blow?

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers
Post by: luneya on October 04, 2016, 04:56:00 pm

The FB was Ongul Sleponuja Acmot Tob, or Ongul Gristleurns the Callus of Wastes, killed by Axe Lord/Militia Captain Lor Mengdesis Tholtigsil Tislam. I don't know any way to get more info than that on a dead FB, but then I've never tried legends mode. In other news, the summer season opened with a siege. I wasn't able to get the bridges closed in time, so I went with the backup plan of drafting everybody. We lost two more adult dwarves (most notably including our master glassmaker), plus some children and animals. Also, the mysterious machinery in the southeast got destroyed some more, and I'm still not going to do anything about it. All in all, not nearly as big a cluster-f\*\*k as I had feared.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: luneya on October 04, 2016, 05:05:08 pm

HMetal, being as you're one of the senior Breadbowl people and you asked so nicely, how about we give you our heroic FB-killer?



(https://postimg.org/image/7g60kdf3l/) screenshot host (I have to plug them sometime so they don't delete my uploads) (https://postimage.org/)

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: TheFlame52 on October 04, 2016, 06:21:44 pm

I nicknamed her Lazy Bastard because she NEVER ONCE DID ANY MINING EVEN AFTER I PUT THE DESIGNATIONS AT MAX PRIORITY

I'm glad Murky lived, she's my favorite dwarf. But Kol is dead, huh? I'm going to claim Tough Kid then. No name change or anything though. Can I see his/her profile?

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: luneya on October 04, 2016, 06:32:43 pm

Murky and Tough Kid are both on the dead list from the FB attack. I have plenty of other kids, though.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers
Post by: TheFlame52 on October 04, 2016, 06:35:22 pm

Wait I fucked up. I thought the dead list was the survivor list. Well, it's a shame about Murky and Tough Kid, but that means Kol is still alive and I still have a dwarf. What about his wife and kid, could you check on them?

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: luneya on October 04, 2016, 07:14:55 pm

Kol is alive. The wife and daughter are both on the FB death list. But surprisingly, Kol doesn't seem to be missing them. He's still listed as quite content, with no signs of mourning.

The reason I posted a death list instead of a survivors list was because I figured those dwarves needed to be memorialized somewhere. It's darned sure that I'll never get all of their bodies properly entombed, and I'm not going to bother with slabbing unless they arise as ghosts (which three of them already have, and it's been dealt with).

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: luneya on October 04, 2016, 07:24:32 pm

From the diary of Captain Likot, Acting Overseer of Breadbowl:

15 Galena 249

My newly-appointed broker, Kadol Ableltoltot, came to me today asking if I had any information about the human caravan. It's already late summer, and we still haven't seen them. Unfortunately, I have no idea what is going on. Perhaps their civilization has been wiped out by the goblins. Or perhaps they simply heard about the late spring FB attack and early summer siege and figured that we were in no position to trade. Either way, there'll be no export this summer. But with the king being dead and all, there's nobody who'll be complaining about that, right?

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers
Post by: Fleeting Frames on October 04, 2016, 07:28:50 pm

Truly, no king? Who's next highest ruler on 'c'ivilization screen?

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: luneya on October 04, 2016, 08:15:24 pm

The civ screen does show someone from outside of Breadbowl having become king; I guess that means that one of the civ's other forts is now mountainhome in our place? It also lists some dwarf as Duchess of Breadbowl who isn't even a member of our fortress. I really don't get it.

Anyway, in-character, my very common acting overseer wouldn't know anything about the succession until the caravan arrives. There certainly aren't any nobles over him here in Breadbowl.

As for the humans, they still exist, but seem to be much reduced. There are only three names mentioned on the human civ page, and two of them are goblins. The elves and dwarves are in better shape, so we certainly aren't cut off from trade entirely.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: luneya on October 04, 2016, 08:41:44 pm

From the diary of Captain Likot, Acting Overseer of Breadbowl:

11 Limestone 249

Lookouts reported an approaching Dwarven caravan on the horizon. I immediately ordered food hauled to the depot, but given the current labor shortage, it's probably not going to be done in time. Especially considering that we haven't had the opportunity to cook much, so most of our food is in its slow-to-haul raw state. I still doubt that anyone really gives a damn if we export anything or not.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: luneya on October 04, 2016, 08:51:42 pm

From the diary of Captain Likot, Acting Overseer of Breadbowl:

17 Limestone 249

The merchant caravan entered the fortress, "unloaded" at the depot, and then immediately left! What the heck is going on here? It's only been a week--aren't they supposed to stay for a full month? Can they possibly be that offended by recent events in Breadbowl that they won't even take our stinking crops?

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers
Post by: QuQuasar on October 04, 2016, 09:14:22 pm

Ouote

My newly-appointed broker, Kadol Ableltoltot, came to me today asking if I had any information about the human caravan. It's already late summer, and we still haven't seen them.

Quote
The merchant caravan entered the fortress, "unloaded" at the depot, and then immediately left!

Welp.

You know what that means, right?

'A mandate issued by Sibrek Logemtad, King has ended.'

Breadbowl is now on their own: until a valid authority is recognised and reinstates the 'feed The Old Nets' requirement feel free to do what you want. The arrangement has been falling apart for years anyway: what with clerical errors, dragons, and the King living here and eating as much as he wants whenever he wants, nobody's really been paying attention to our production quotas.

I'm canonising this as why the human caravan didn't arrive. News of the king's death reached our couriers, and they're waiting until a new agreement with whoever takes over can be reached.

Re: the Absentee Duchess of Breadbowl.

Interesting. Given that there's no emigration in Dwarf Fortress, I have to assume she's a descendant of Duke Gwolfski from his life before he helped found Breadbowl. Another thing to look up in legends, I guess.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers
Post by: TheFlame52 on October 04, 2016, 09:30:48 pm

Well shit, my dwarf's whole family is dead. The main reason he isn't going nuts is because I specifically picked him because he had the highest stress tolerance of any unclaimed dwarf. (I think, can you check that?)

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: luneya on October 04, 2016, 09:47:32 pm

Quote from: TheFlame52 on October 04, 2016, 09:30:48 pm

Well shit, my dwarf's whole family is dead. The main reason he isn't going nuts is because I specifically picked him because he had the highest stress tolerance of any unclaimed dwarf. (I think, can you check that?)

I have no idea how to check that, but here's his status report:

#### 🂇 'Kol' Gusiladril 🎙 ('Kol' Copperweaver) Creator of 'The Constructive Moist Diamonds Caste: Dwarf Age: 38 Years Old Size: 100,860cm<sup>3</sup> Profession: Spearmaster Squad: The Shafts of Fortifying Happiness: Quite Content (Stress: -145.7k)

Within the last week he felt euphoric due to inebriation, loneliness after being away from family for too long, frustration after being unable to pray for too long, loneliness after being unable to make merry for too long, frustration after a lack of abstract thinking for too long, frustration after a lack of decent meals for too long, frustration after being unable to admire art for too long, frustration after being unable to practice a craft for too long and nothing after witnessing death (x2).

Within the last season he felt contentment after sleeping in a palatial bedroom, pleasure after a sparring session, satisfied upon improving discipline, satisfied upon improving spear, satisfied upon improving observation, satisfied upon improving fighting, exasperation when caught in the rain, euphoric due to inebriation, satisfied after teaching biting, satisfied upon improving organization, wonder after learning about misc. object, satisfied upon improving misc. object, satisfied upon improving wrestling, wonder after learning about fighting, satisfied after teaching dodging, anger after being forced to endure the decay of a child, wonder after learning about dodging and satisfied upon improving dodging

#### Skills:

- [26] Legendary +5 Spearman 46.6k xp [28] Legendary +5 Discipline 52.4k xp [53] Legendary +5 Observer 166.8k xp [35] Legendary +5 Fighter 80.0k xp [15] Legendary Shield User 19.7k/20.0k xp (83.2%)
- [12] Master Wrestler 13.3k/14.3k xp (38.9%
- [11] Great Armor User 12.2k/12.6k xp (77.2%) [11] Great Striker 12.0k/12.6k xp (64.8%)
- [11] Great Dodger 12.0k/12.6k xp (63.1%)
- [9] Professional Biter 9.2k/9.5k xp (80.0%)
- 9] Professional Student 8.5k/9.5k xp (30.0%) [9] Professional Concentration 8.5k/9.5k xp (30.0%) [8] Expert Kicker 8.0k/8.1k xp (94.2%)
- [8] Expert Misc. Object User 7.4k/8.1k xp (44.9%)
- [1] Novice Teacher 902/1.1k xp (67.0%)
- [1] Novice Organizer 580/1.1k xp (13.3%)

Highest Moodable Skill: Carpenter

Personality: Is quick to anger (More likely to throw tantrums and go berserk.). Has an incredibly calm demeanor. Often feels lustful. Can handle stress. Doesn't focus on material goods. Tends to be a little wasteful when working. Prefers that everyone live as harmoniously as possible. Could be considered rude. Is brave in the face of imminent danger. Lacks confidence in their abilities. Is very ambitious, keen to improve their situation. Accepts favors without developing a sense of obligation Generally acts with a narrow focus on the current activity. Is curious and eager to learn. Doesn't cling tightly to ideas and is open to changing their mind. Does not generally respond to emotional appeals. Tries to keep their things orderly. Truly treasures the company of others. Is grounded in reality. Does not care about friendship. Finds the ideas of independence and freedom somewhat foolish. Finds introspection to be a waste of time. Is offended by leisure time and leisurely living.

Preferences: Likes muskox hoof, mango tree wood, blue garnet, zinc, pitchblende, giant crows, stepladders, doors, greaves and the color maroon. Prefers to consume soft wheat beer, perch and bark scorpion. Hates worms.

## Top 3 Roles:

- 1. Fighter (100.00%)
- Speardwarf (99.37%) Observer (99.29%)

A short, sturdy creature fond of drink and industry

(https://postimg.org/image/6aw3o5d99/)

Note how it says "loneliness after being away from family." This suggests to me that your dwarf is so completely clueless that he doesn't even know what happened to half the fort and all of his family.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: luneya on October 04, 2016, 10:02:56 pm

From the diary of Captain Likot, Acting Overseer of Breadbowl:

20 Sandstone 249

A party of migrants arrived today. Between the high rate of death in Breadbowl and our recent treatment by the official representatives of the dwarven kingdom, this is quite surprising. The party consisted of an animal caretaker and a cheesemaker. They were rather frightened when I came to talk to them, and had no useful news to give. My guess is that they were exiled from some other fort for being useless; they should thank Armok that their previous overseer didn't have them "sacrificed" instead. In my role as guard captain, I'll have to keep an eye on these guys. Meanwhile, they can take some of the fortress' scut jobs. They certainly aren't useful in their designated professions.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: NCommander on October 04, 2016, 10:03:47 pm

Holy body count. Hard to believe Taupe is dead; he was the greatest badass of Breadbowl.

I can't help but feel responsible; the fort started falling apart after my turn.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: HMetal2001 on October 04, 2016, 10:39:18 pm

Holy bacheezus, I'm honored. Thanks, Luneya!

As for the fort, could you get the combat log for the FB? If you're using LNP, the story maker has this option to include the combat log in its output. Please?

Sorry if I sound needy, but my morbid curiosity has gotten to me.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: luneya on October 04, 2016, 10:57:50 pm

From the diary of Captain Likot, Acting Overseer of Breadbowl:

1 Moonstone 249

The only significant news that I haven't recorded yet out of the mess that has been the year 249 so far is the flooding of a short section of tunnel. Apparently one of the doors leading out of the area that's been flooded for years hadn't been forbidden, and some damnfool opened it. The result was a puddle on the next floor down, and slightly more significant flooding (a few yards of tunnel at 7/7) two levels below, near the fancy tombs. When the problem happened, I immediately forbade the problem door, and ordered the construction of an alternate route to the lower levels that didn't pass through the flooded area. What with our labor situation (and the reputation of our only experienced miner), I thought this would never be done, but I just checked again, and apparently it has. We did lose a few dwarves in the flooding; the only one of note was our other philosopher, Aristotle.

# Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: luneya on October 04, 2016, 11:06:04 pm

Quote from: HMetal2001 on October 04, 2016, 10:39:18 pm

Holy bacheezus, I'm honored. Thanks, Luneya!

As for the fort, could you get the combat log for the FB? If you're using LNP, the story maker has this option to include the combat log in its output. Please?

Sorry if I sound needy, but my morbid curiosity has gotten to me.

The LNP version I have doesn't include a story maker. What I do have is Announcement Window+, which saved the log output, but didn't provide any useful export. So I've screen captured all of it. There's far too much for me to post here, so I've zipped it and uploaded to dffd. (http://dffd.bay12games.com/file.php?id=12483) The screenshots were captured in order of occurrence, so just sort by the timestamp in the file names.

EDIT: I screwed up with the screen capture. Will edit this post again once fixed. Don't download until that's done. REEDIT: Corrected file version 2 now uploaded. Download away.

# Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: HMetal2001 on October 05, 2016, 09:04:32 am

Quote from: luneya on October 04, 2016, 03:25:50 pm

It was some sort of giant spider or something; its FB power was web-spinning. As for the large count of dead, yeah, the early bunch was from its moving towards our main underground workshops and stockpiles, and the haulers not getting out of the way. And then it proved difficult to kill, with several of our big-name military dwarves falling in the process. It finally went down just before I was forced to resort to drafting every able-bodied dwarf I had left.

#### Spoiler: Well, uh ... (click to show/hide)

Ongul Gristleurns the Callus of Wastes was a forgotten beast. It was the only one of its kind. A gigantic noseless zebra. It has thin wings of stretched skin and it belches and croaks. Beware its webs! Ongul was associated with disease and caverns.

In a tine before time, Ongul began wandering the depths of the world.

In the late autumn of 24, Ongul became an enemy of The Narrov Syrup.

In the late autumn of 24, Ongul became an enemy of The Uncommon Barricade.

In the late autumn of 24, Ongul attacked the dwarf Datan Throataxe.

In the late autumn of 24, Ongul struck down the dwarf Datan Throataxe in Crushedglazes.

In the late autumn of 24, Ongul devoured the dwarf Datan Throataxe in Crushedglazes.

Related Entities

The Narrow Syrup (enemy)
The Uncommon Barricade (enemy)

One Kill

Datan Throataxe the dwarf, b. 23 d. 24

## !!FUN!! !!¤NIGHTMARE FUEL¤!!

# Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: Fleeting Frames on October 05, 2016, 11:08:32 am

Of course the zebra-saint is carnivorous.

Of course.

\*croaks\*

# Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: TheFlame52 on October 05, 2016, 11:44:22 am

Quote from: NCommander on October 04, 2016, 10:03:47 pm

Holy body count. Hard to believe Taupe is dead; he was the greatest badass of Breadbowl.

I can't help but feel responsible; the fort started falling apart after my turn.

Wait, Taupe is dead? I missed that. That means there are no founders left. (That's my fault a little, Murky killed two of the founders during my turn. But they were tantruming, so it's their own fault.)

That's true, but it's not your fault. You just got really shitty luck. It was Gwolfski's fault. Not trading with the caravans, almost slaughtering the elves, not posting a single picture, giving us like three spare updates in a fort where roleplay is everything, and then giving me a save with like three months left on his turn.

Quote from: luneya on October 04, 2016, 09:47:32 pm

I have no idea how to check that

One of the tabs you can add to therapist is a personality traits tab. Then just sort all the dwarves by stress vulnerability.

# Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: HMetal2001 on October 05, 2016, 12:19:45 pm

On the bright side (more or less), the giant louse's owner's dead. Don't know which is more \$\infty\$NIGHTMARE FUEL\$\infty\$ than the other. Take your pick:

A: A giant louse

B: The FB which killed 62 dwarves.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: Fleeting Frames on October 05, 2016, 12:22:57 pm

No, no. I'm pretty sure you can't lay the blame on Gwolfski for FB showing up 2 years after his turn and killing everyone, especially when hole(s) to fortress/surface have existed since Breadbowl was half as young (at least, I recall my initial review of Breadbowl save, before NCommander's turn, pointed some out).

luneya did get to fixing the holes, though too bad it got interrupted by dwarves needing to eat :P Well, that's the typical story of how a fortress falls, right? "Do this job now: Nope, gotta eat " \*death\*

At least it wasn't a retracting bridge.

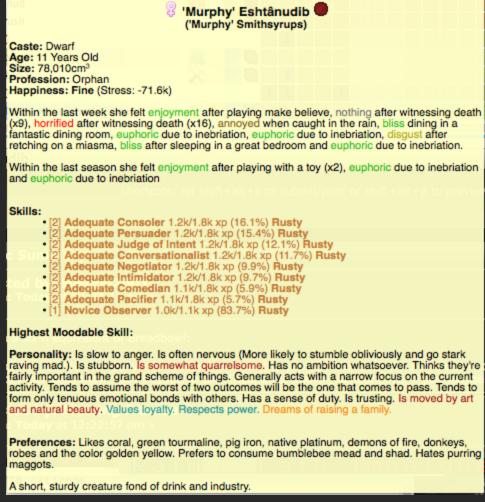
Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: HMetal2001 on October 05, 2016, 12:33:16 pm

Or in a sci-fi equivalent of Breadbowl:

The civilian builder company was ordered to patch the gaping holes (namely a conduit) into the [insert technobabble dimension thing-a-ma-jig]. But the blue-collar builders went on a hunger strike, because really low pay. After the pay increase, they really needed to eat. Then, an unknown, almost alive, if you will, self-piloting starship of massive size comes in, shoots a hole into the station, and leaves 62 people to be dead.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: luneya on October 05, 2016, 02:41:23 pm

Okay, so I'm back again. It's time to play through this winter turn so I can pass the reins to someone else who can decide on a new direction for Breadbowl. The first order of business, is that with Luneya's death and my decision to use a default-named dwarf as replacement overseer character, I'm not dorfed. So let's fix that by introducing the perfect avatar to represent my reign as overseer. Ladies and gentledwarves, I present Murphy Eshtanudib, Orphan:



(https://postimg.org/image/yidgjqtb5/)

My term as overseer, after all, has been one giant demonstration of Murphy's Law, with three different design flaws from overseers long past all returning to cause FUN within a year and a half. First, there was the ettin incident, in which an incomprehensible ocean-side mega-construction unleashed FUN on an army of goblins (and a few Breadbowl citizens who got in the way). Then there was the mega-FUN unguarded bridge bringing an FB to chew up half the populace. And finally (at least I hope it's the final incident), there was the return of the flooded room problem from way back in the early years of Breadbowl. Yep, Murphy's done a bang-up job here, and deserves a living memorial to his efforts.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: Fleeting Frames on October 05, 2016, 02:59:00 pm

When will murphy turn 12?

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: luneya on October 05, 2016, 03:31:09 pm

I have no idea how to find dwarves' exact birthdays. But I do know that we're facing one last visit from the other Murphy, the one my child orphan is named for.

```
FPS: 100 (43) Biretha Bariridi

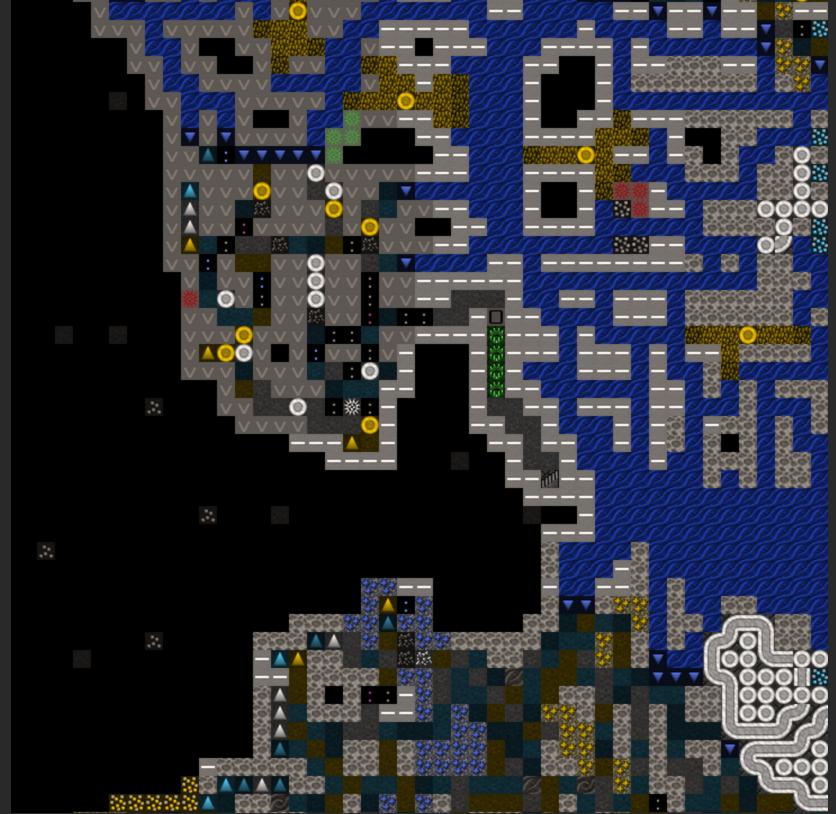
An enormous blob composed of steam It has a spiral shell and it squirms and fidgets
```

(https://postimg.org/image/ey4szp8r1/)

Yep, it's another FB. I didn't worry about the initial announcement because I had secured the biggest cavern vulnerability. But it looks like this one's found the same escape route that the ettin used earlier, and is approaching the fort from the surface. I'm ordering the bridges closed, and hope that they do it in time. There's no way we can kill this thing right now.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: luneya on October 05, 2016, 03:38:04 pm

Incidentally, I found the exact trouble spot. It's here:



(https://postimg.org/image/dbb1ok9m5/)

Notice the unbuilt wall just above the cage traps that were previously the only thing protecting the fort. That's my correction to the problem, but it probably won't be finished before I hand the save over. So my successor should check on it and take further action if needed.

Also note that this position also allows access to the underground portions of the fort. We are fortunate that the FB (and presumably the ettin before it) pathed to the better-defended surface fort rather than to our vulnerable underbelly.

## Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: **HMetal2001** on **October 05, 2016, 03:38:43 pm** 

Just when things couldn't get any worse. Go, MetalHead183, GO!

# Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: luneya on October 05, 2016, 03:47:48 pm

Update: The wall did get built quickly, but I've lost sight of the beast. It certainly isn't dead, and could pop out of hiding at any moment to slaughter us. And it can probably still get into the stairways to appear in the poorly-defended lower levels.

# Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: Fleeting Frames on October 05, 2016, 03:52:24 pm

Oh, you can probably kill that thing right now. No natural weapons, and being made of steam means that it goes down in like 1-2 hits (having only upper body, lower body and shell, and first two being fatal to lose.)

Though that doesn't mean it can't hurt a dwarf. Still, it literally can be killed by a thrown leaf.

Can also just leave it, won't hurt anything.

# Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: luneya on October 05, 2016, 04:04:09 pm

The beast probably managed to die or leave the map by itself, as it's not on the unit screen list.

But the Murphy-problems continue. Remember that door I forbade to control flooding?



(https://postimg.org/image/wo7vcv2vl/)

Yeah. Someone or something not only opened it, but wedged a rock there. More flooding. Was forced to seal off that whole section of the fortress--fortunately I had built a bypass route earlier. Also fortunately, only one dwarf was trapped in the flood zone: Asen Rakustrikkir, Orphan. It's only a matter of time before he dies. But as an orphan whose body will never be recovered, at least he isn't going to stress anybody.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: HMetal2001 on October 05, 2016, 04:14:54 pm

I don't know what to say anymore. Holy hell.

First, 62 dwarves die from a FB. Then flooding. THEN, it's steamshell. And now an orphan stuck behind a door with a rock wedged into it? It really went downhill from the Great Fire. (Sorry, NCommander).

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: luneya on October 05, 2016, 04:25:44 pm

Yep. And with that, we've reached the first of Obsidian. One month left. What more could possibly go wrong? (We all KNOW it's going to.)

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers
Post by: luneya on October 05, 2016, 05:15:00 pm

From the diary of Captain Likot, Acting Overseer of Breadbowl:

1 Granite 250

That's it, I'm done running this chicken-shit outfit. My resignation as overseer has been placed on the mayor's desk. He's no better-qualified as mayor than I was as overseer, but it's still his problem now, to either take over or find a new sucker.

Considering what a disaster the rest of the year has been, the month of Obsidian has been surprisingly peaceful. Some animals were born. Some died. No dwarves died. One of the war rhinos has reverted to semi-wild status, and can't be slaughtered because it's a pet (albeit of a dead dwarf). My successor might consider re-instituting animal training; where he'll find the labor for that, I neither know nor care.

Here's the final status data, so that we can look back on the past year-and-a-half and marvel at how much it sucked.

| Created Wealth:        |             |       | Population: | 58              |            |              |                    |   |      |
|------------------------|-------------|-------|-------------|-----------------|------------|--------------|--------------------|---|------|
| You need a broker with |             |       |             | Miners          | 3          | 1            |                    |   | None |
| the appra              | isal skill. |       |             | Woodworkers     | •          | 2            |                    |   | 4    |
|                        |             |       |             | Stoneworkers    | <b>(B)</b> | 1            | Swordsdwarves      | 8 | None |
|                        |             |       |             | Rangers         | <b>=</b>   | 1            | Swordmasters       | 8 | None |
| Trade Information:     |             |       |             | Metalsmiths     | 0          | 1            |                    |   | None |
|                        |             |       |             | Jewelers        | <b>(3)</b> | None         | Mace Lords         | = | None |
|                        |             |       |             |                 |            | 1            |                    | 8 | None |
| the appraisal skill.   |             |       |             | <b>=</b>        | 2          | Hammer Lords | •                  | 1 |      |
|                        |             |       |             | Peasants        | ⊕          | None         | Speardwarves       | 8 | None |
|                        |             |       |             |                 |            | 23           | Spearmasters       | ¥ | 1    |
|                        |             |       |             |                 |            | None         | Marksdwarves       | e | 1    |
| Food Stor              | es:         | 8281  |             | Farmers         | ⊕          | 19           | Elite Marksdwarves |   | None |
| Meat                   | 328         | Seeds | 1260        | Engineers       | 8          | None         | Wrestlers          | 8 | None |
| Fish                   | 4           | Drink | 2034        | Trained Animals | A          | 4            | Elite Wrestlers    | ₩ | None |
| Plant                  | 1408        | Other | 3247        | Other Animals   | Ä          | 150          | Recruit/Others     | ē | None |

| Trading Report: |          |            |       |  |  |  |
|-----------------|----------|------------|-------|--|--|--|
|                 | fall 248 | spring 249 | total |  |  |  |
| plants          | 288      | 2107       | 2395  |  |  |  |
| eggs            | 319      | 62         | 381   |  |  |  |
| meat            | 811      | 375        | 1186  |  |  |  |
| roasts          |          | 3380       | 3380  |  |  |  |
| booze           |          | 5459       | 5459  |  |  |  |
| total           | 1418     | 11383      | 12801 |  |  |  |

(https://postimg.org/image/s4t2nraqh/) (https://postimg.org/image/41k5t7hwl/)

And the save file, for the truly masochistic:

http://dffd.bay12games.com/file.php?id=12484 (http://dffd.bay12games.com/file.php?id=12484)

Now if you'll excuse me, I'll just take this bottle of strong liquor and return to my sinecure of a guard captaincy.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers
Post by: Fleeting Frames on October 05, 2016, 05:31:57 pm

Not bad trading report, all things considered.

Hm...Breadbowl has no engineers, huh.

# Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: luneya on October 05, 2016, 05:39:35 pm

At least no professional engineers. I probably had the labor enabled on somebody. If not, the next overseer can activate it if needed.

## Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: TheFlame52 on October 05, 2016, 05:54:05 pm

Nicknaming all the orphans really adds atmosphere to the place. There are probably a bunch more now.

# Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: Taupe on October 05, 2016, 09:12:27 pm

Quote from: NCommander on October 04, 2016, 10:03:47 pm

Holy body count. Hard to believe Taupe is dead; he was the greatest badass of Breadbowl.

I can't help but feel responsible; the fort started falling apart after my turn.

Oh shit, wut...? Noooooo

Did I have a family or sons or whatever? Someone needs to take over my name and continue my legacy of bitch-slapping and badassery. If I don't have a son I'm even willing to \*sigh\* accept a daughter as rightful successor.

Also, wow... that peaceful paradise of micro-management and efficiency sure went to fucking shit in a matter of turns didn't it.

# Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: Fleeting Frames on October 05, 2016, 09:36:54 pm

Maybe not take over the name Quote from: TheFlame52 on September 01, 2016, 12:24:10 pm

No dude, that's not how Breadbowl works. No mysterious identical cousins with the same name.

But the spirit of military \*ker-slice\*, sure.

## Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: QuQuasar on October 05, 2016, 09:53:02 pm

| Created Wealth:        |                      |       | Population: | 58              |            |                    |                 |          |      |
|------------------------|----------------------|-------|-------------|-----------------|------------|--------------------|-----------------|----------|------|
| You need a broker with |                      |       |             | Miners          | <b>©</b>   | 1                  |                 |          | None |
| the appra              | the appraisal skill. |       |             | Woodworkers     | •          | 2                  |                 | ¥        | 4    |
|                        |                      |       |             | Stoneworkers    | •          | 1                  | Swordsdwarves   | Θ        | None |
|                        |                      |       |             | Rangers         | <b>=</b>   | 1                  | Swordmasters    | <b>=</b> | None |
| Trade Information:     |                      |       | Metalsmiths | ⊕               | 1          |                    | -               | None     |      |
|                        |                      |       |             | Jewelers        | <b>(5)</b> | None               | Mace Lords      | <b>=</b> | None |
| You need a broker with |                      |       |             |                 | 1          |                    | 8               | None     |      |
| the appraisal skill.   |                      |       |             | <b>=</b>        | 2          | Hammer Lords       | 8               | 1        |      |
|                        |                      |       |             | Peasants        | <b>=</b>   | None               | Speardwarves    | 8        | None |
|                        |                      |       |             |                 |            | 23                 | Spearmasters    | ¥        | 1    |
|                        |                      |       |             |                 |            | None               | Marksdwarves    | 8        | 1    |
| Food Stores: 8281      |                      |       | Farmers     | <b>(3)</b>      | 19         | Elite Marksdwarves |                 | None     |      |
| Meat                   | 328                  | Seeds | 1260        | Engineers       | <b>(5)</b> | None               | Wrestlers       | 8        | None |
| Fish                   | 4                    | Drink | 2034        | Trained Animals | A          | 4                  | Elite Wrestlers | ¥        | None |
| Plant                  | 1408                 | Other | 3247        | Other Animals   | A          | 150                | Recruit/Others  | 8        | None |
|                        |                      |       |             |                 |            |                    |                 |          |      |

(https://postimg.org/image/s4t2nraqh/)

Haven't taken a look at the save yet, but simply from this screenshot...

In our prime (http://www.bay12forums.com/smf/index.php?topic=152568.msg6918477#msg6918477) we had a population of 200. It's now down to 58. Nearly 3 quarters of our population are dead, and that's not even accounting for migrants.

The Noseless Winged Zebra...

... I'm imagining this beast is missing the entire front of it's face, replaced with a gaping maw lined with inward pointing teeth. Webbed corpses hang from it's belly and flanks, allowing it to carry it's gruesome larder with it wherever it may roam. Instead of front legs, it has two massive bat-like wings that fold up alongside it, and it walks upon the wrists...

... that thing. It utterly trashed our military, didn't it? We have 7 military dwarves still alive, one of whom is a marksdwarf (and thus useless). Only a single spearmaster to succeed Taupe as the artifact adamantine spear wielder, and no Macedwarves to wield Santume's artifact silver mace.

# Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: luneya on October 05, 2016, 10:30:46 pm

That marksdwarf is actually assigned to a melee squad, and just hasn't developed enough skill to switch designations. But the next overseer can juggle military assignments as he sees fit; the carefully planned squads of the past have crumbled into a barely functional mess.

And turns? Heck, try months. I started out my tenure as an efficiency master, ruthlessly slaughtering beasts to try to recover precious fps. I ended up with monsters slaughtering everything, and a fortress that just plods on despite its legacy of dangerous design flaws.

# Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: luneya on October 05, 2016, 11:12:32 pm

I just reloaded the save to check. Taupe was a bachelor; he'll need to find a successor to wield his mighty spear somewhere else.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: TheFlame52 on October 06, 2016, 11:31:10 am

It would actually be believable for that lone spearmaster to take up Taupe's name with his spear.

I'm no longer burned out on DF, and my turn is coming up soon. I'll improve the military.

#### Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: QuQuasar on October 06, 2016, 11:41:58 pm

The reaper stalks the fields of Breadbowl, once again claiming her grim harvest, but where there is life there is hope and in spite of everything Breadbowl still has a lot of life. Admittedly most of it on four legs, but we'll take what little hope we can get.

Excellent turn, Luneya. I've updated the main page with it, plus a few quotes.

PM sent: NCommander is up next. It remains to be seen whether he shall redeem the Farm of Hammers from the brink of extinction, or summon another dragon to finish us off once and for all. (fingers crossed!)

## Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: HMetal2001 on October 07, 2016, 12:07:20 am

Honestly, if this was Elf Fortress instead (it would have a dorf mode, because, well, uh, posterity), we'd have 10 bags of microwave-able popcorn. Expiry dates accounted for, of course.

## Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: NCommander on October 07, 2016, 02:03:45 am

Honestly, I think I need to request to be pushed back. I'm fairly burned out on DF and I dont think I'd have fun if I played it out now.

#### Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: HMetal2001 on October 07, 2016, 02:20:36 am

I look forward to Flame's turn. Good thing that you're no longer burned out.

## Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: QuQuasar on October 07, 2016, 03:19:26 am

Quote from: TheFlame52 on October 06, 2016, 11:31:10 am

It would actually be believable for that lone spearmaster to take up Taupe's name with his spear.

I'm no longer burned out on DF, and my turn is coming up soon. I'll improve the military.

Very well! TheFlame52, ye be up. Good luck, have fun, and remember to record your trade quantities in honour of the late King Sibrek Logemtad. It's what he would have wanted.

### Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: HMetal2001 on October 07, 2016, 03:36:48 am

BTW, the ban on plump helmets and other cave plants should be lifted. King's DEAD.

### Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: QuQuasar on October 07, 2016, 03:46:32 am

Quote from: HMetal2001 on October 07, 2016, 03:36:48 am

BTW, the ban on plump helmets and other cave plants should be lifted. King's DEAD.

Nah, there's a *reason* for that ban.

And it's because plump helmets taste like tire rubber soaked in cat urine.

The surviving dwarves of Breadbowl would *riot* if they had to eat that stuff again.

## Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: HMetal2001 on October 07, 2016, 03:48:23 am

Oh K. Sry

### Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: Migrant on October 07, 2016, 06:42:34 am

Jesus... Well I guess that friendly zebra solved our FPS issues. Unfortunately it further diminished our labor force.

I humbly request to receive Vutok Boulderwelled as my new avatar. Rename him Vutak so people can see he has been claimed. He has a lot of relatives in the fortress the most notable of which is Murky (his older sister) and Lordbrassroast.

### Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: Sanctume on October 07, 2016, 09:19:25 am

Has anyone think of constructing a clear glass dome over Breadbowl?

And maybe nice and smooth obsidian walls all around? So there is no need for a water moat.

And reducing the ocean into a nice fishing hole?

## Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: TheFlame52 on October 07, 2016, 09:29:59 am

Well there goes my weekend.

You would not believe the number of orphans in this place! Migrant, you've been dwarfed. Also, nix on the plan where the lone spearmaster takes Taupe's name and spear, because that lone spearmaster is Kol, my dwarf.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: Taupe on October 07, 2016, 08:01:48 pm

Quote from: luneya on October 05, 2016, 11:12:32 pm

I just reloaded the save to check. Taupe was a bachelor; he'll need to find a successor to wield his mighty spear somewhere else.

Thus ends my legacy. Remember me, friends! By which I mean avoid getting wiped out.

#### Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: TheFlame52 on October 08, 2016, 12:27:55 pm

Some random facts:

- All the founders may be dead, but there are still three dwarves left from the first migrant wave. Dirk is one of them.
- My dwarf is the strongest in the fort.
- Metalhead is the most stress resistant dwarf. On top of that he has no living friends or family, doesn't care about anything any more, and is a legendary axelord.
- We have nine twelve year olds. New workers incoming!

Journal of Kol Copperweaver

Granite

Somehow I have become overseer of this place. Again. Because everyone else who was qualified died.

My first edict was to dump all the corpses. Then to dump all the grown elven crap. Then to melt all the goblin crap. Then melt all the other crap. I may be reducing the armory to a quarter of its original size, but there's still enough weapons for everyone to dual-wield with some left over. There's going to be a lot of trash hauling in the next year.

Zuglarkun died of thirst. What a shame.

I ordered more trees chopped down, since we're running low on wood. I also ordered some flux to be mined out so we can make steel.

I have ordered fertilization to stop. Our crops are rotting in the fields, we don't need more!

The elven caravan arrived. They got in by leading their animals up a tree and through a gap in the fortifications. I'm having that tree chopped down before goblins get in the same way.

Half a month took me an hour. Hopefully things will go guicker in the future, but no promises.

EDIT: Traded 290 roasts for some animals and fruit.

#### Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: TheFlame52 on October 08, 2016, 03:39:28 pm

Journal of Kol Copperweaver

We traded a few roasts for two tigers (both male, unfortunately) and an elephant. Like I've always said, the elven merchants are pretty cool. It's the nobles that are bastards.

Murphy and Feb grew up. They are put on garbage hauling duty.

Two married migrants arrived, a macedwarf and a fish cleaner. The first was drafted and the second was put on garbage hauling duty.

Steel production is a go! Except it isn't because we just ran out of coke.

## Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: Fleeting Frames on October 08, 2016, 07:25:31 pm

Looking at that summary: Sucks to be Breadbowl.

The elven caravan arrived. They got in by leading their animals up a tree and through a gap in the fortifications.

Okay, I'm impressed

### Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: luneya on October 08, 2016, 08:28:36 pm

I'm not about to criticize another overseer's management of the fort, but do we really need to push the steel industry now? From what I recall of the stocks as of last turn, we had plenty of steel and a f\*\*k-ton of pig iron in storage already.

## Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: Sanctume on October 08, 2016, 10:14:26 pm

What we need is a bunker made of rock nut oil soap.

## Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: HMetal2001 on October 08, 2016, 10:33:53 pm

Or, if possible, musical instruments having a soap frame.

### Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: QuQuasar on October 09, 2016, 01:47:29 am

Quote from: Sanctume on October 08, 2016, 10:14:26 pm

What we need is a bunker made of rock nut oil soap.

Nope. Rock nuts are an underground crop.

What we need is a bunker made of olive oil soap.

And filled with magma.

## Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: **Sanctume** on **October 09, 2016, 02:19:29 am**

Oh yeah, but do we have olive trees?

Thinking of Last Siege of Y'Ghatan (http://malazan.wikia.com/wiki/Last\_Siege\_of\_Y'Ghatan)

## Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: QuQuasar on October 09, 2016, 05:41:23 am

Oh hey, I just realised with the death of Murky I no longer have a dwarf to my name.

Okay, pick the best available axedwarf, nickname them "Thunk" (after the sound a goblins head makes when it hits the ground) and give them the custom profession "Doombringer".

Anyone else want a dwarf? It appears we've got a surplus of unnamed dwarves again.

# Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: HMetal2001 on October 09, 2016, 10:55:14 am

Macadamia nut Cashew oil soap. Don't ask why.

# Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: TheFlame52 on October 09, 2016, 11:27:43 am

I guess what we really need are some legendary smiths. We are seriously lacking on high-quality steel armor and weapons.

## Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: HMetal2001 on October 09, 2016, 11:30:31 am

Spoiler: What about this? (click to show/hide)

```
FPS: 100 (24) Anan Gulgun Mithmis
A great blob composed of flame. It has wings and it squirms and fidgets.
```

#### PS:

Spoiler: Also this (click to show/hide)

```
'HMetal' Eseshïngiz, "'HMetal' Spunceiling"
'HMetal' Spunceiling was a dwarf born in 147. He was the fourth eldest son of Olon Lashurn and Bomrek Glazedcontrol.
In 159, 'HMetal' married Bim Salvenobles.
In 159, 'HMetal' settled in Cobaltburn.
In 159, 'HMetal' decided to become a mercenary, operating out of Cobaltburn.
In the midspring of 243, 'HMetal' left The Ferocious Attic.
In the midspring of 243, 'HMetal' left The Old Nets.
In the midspring of 243, 'HMetal' settled in Breadbowl.
In the midspring of 243, 'HMetal' became a member of The Old Nets.
In the midspring of 243, 'HMetal' became a member of The Farm of Hammers.
In the late spring of 243, 'HMetal' gave up being a mercenary to become a planter in Breadbowl.
In the midautumn of 243, 'HMetal' gave up being a planter to become a farmer in Breadbowl.
In the early summer of 246, 'HMetal' gave up being a farmer to become a performer in Breadbowl.
In the midwinter of 246, 'HMetal' gave up being a performer to become a farmer in Breadbowl.
In the early spring of 247, 'HMetal' became the bookkeeper of The Farm of Hammers.
In the late autumn of 247, 'HMetal' became a brewer in Breadbowl.
In the midspring of 249, 'HMetal' was struck down by the forgotten beast Ongul Gristleurns the Callus of Wastes in Breadbowl.
Related Historical Figures
Olon Lashurn, mother, b. 125
Bomrek Glazedcontrol, father, b. 126
Bim Salvenobles, wife, b. 146 d. 249
Kubuk Figuresquirted, only son, b. 217
Related Entities
    Barricade of Feet (former member)
Ferocious Attic (former member)
Old Nets (member)
Farm of Hammers (member)
Farm of Hammers (bookkeeper, 247-249)
```

Holy shit. A dwarven mercenary?

PPS:This is from HMetal Spunceiling's previous government, The Ferocoius Attic of Cobaltburn

In 142, the giant tiger Ultralizard became an enemy of The Ferocious Attic.

# Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: TheFlame52 on October 10, 2016, 09:58:07 am

Quasar, you have been dwarfed as an axelord. Also, we only have about a hundred steel bars. That's nothing.

Kol Copperweaver's Journal

Felsite

I have discovered that we already have a female tiger just sitting in a cage. It's been released. I look forward to our future tiger army!

Steel production has resumed.

I've begun making plans to get rid of the flame blob trying to destroy my door. They involve crossbows.

# Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: TheFlame52 on October 11, 2016, 04:31:57 pm

Kol Copperweaver's Journal

Hematite

I discovered that someone left two wide-open, unguarded, ungated passageways from the outside into the heart of the fortress. I have closed these off. I also opened all the gates, since everyone was complaining about having to go all the way to the west gate if they wanted to go anywhere on the surface.

Sanctume rose as a ghost. Apparently we can't get to his tomb, since the old passage is flooded. A new tunnel has been dug to the tombs and Sanctume was put to rest.

The human caravan arrived. We don't need anything, really. Can we place an order for a hundred more citizens? No? I guess we'll take some barrels then. You can never have too many barrels.

Murphy was elected mayor. Okay then. I assigned her some suitable rooms. Who even was the previous mayor?

I fucked up the designations for my little FB surprise and almost got Atir the miner roasted. Good thing she's fast. We'll be walling that little mistake off. Luckily the beast likes my door more than it likes Atir. And since I also found out we have no marksdwarves, I think next I'll just drop a shitload of monitor lizards on it. We've got plenty.

Well, the monitor lizards didn't work, but they did make the flaming asshole move over a few feet! I'm going to drop a floor on him EXCEPT NEVER MIND THE BEASTS ARE FIGHTING... And when the smoke cleared the flaming asshole was the victor. Okay, continue with the previous plan. But first we wait for the asshole to come back and quit wandering the caverns.

I've been pretty close to Sibrek, AKA Big Sibrek, the militia commander, for a while. Lately, though, we've been getting closer than just a commander and subordinate. We've got a lot to bond over. We're both about the same age, though I'm a little older. We both lost a spouse and only daughter to forgotten beasts, though she lost her family a few years before I did. Also, her husband went out better than my wife, killing the very beast that slew him. She's one of the few dwarves who can match me for strength. Both of us are pretty jaded. And she's hot and likes my sweet eye scar!

#### He often feels lustful.

And... I just want to talk to someone.

"I want to spend some time with family. I'm so terribly lonely!" She feels lonely after being away from family for too long. He feels lonely after being away from family for too long.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers
Post by: Fleeting Frames on October 11, 2016, 11:58:25 pm

Iirc you can get full coverage for an entire squad from 100 steel bars. What do you have in mind?

Make great deals to get more citizens, I think. I recall only getting performance troupes on an embark after making massive trades - with tiny initial one, couldn't even get human caravan to show up. On that same embark, restarting from scratch, delivering the goods sooner to get the first human caravan too resulted in performance troupes a year sooner.

Too bad dwarves marry for life :v Got to have some morals, unlike those humies.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers
Post by: TheFlame52 on October 12, 2016, 09:41:49 am

Well really I just need workers. Steel is something I do to entertain myself in the mean time. Also, it's something I do pretty much every turn.

Quote from: Fleeting Frames on October 11, 2016, 11:58:25 pm

Too bad dwarves marry for life :v Got to have some morals, unlike those humies.

shutupshutup

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: TheFlame52 on October 12, 2016, 08:54:43 pm

Kol Copperweaver's Journal

Malachite

Migrants! A married couple, a hammerdwarf and a garage hauler. Also a kid grew up. His name is also Kol. He is a garbage hauler now.

Galena

There is a vomit titmouse with deadly dust in the first cavern. It can't get in.

The flaming asshole is attacking my door again and is in position to have a floor dropped on him. So that is what is going to happen.

HAHA! It worked! Now we're going to temporarily reclaim the cavern. I'm having a screw pump built next to the water so we can put out my door. After that I'm going to move it into my room! It's my door after all.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: Fleeting Frames on October 12, 2016, 11:29:11 pm

Is that an artifact door?

Yay vomit titmouse. Throw cats at it?

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: TheFlame52 on October 13, 2016, 10:01:04 am

It's an artifact glumprong door that Kol made while possessed before he was my dwarf.

This is a glumprong door. All craftsdwarfship is of the highest quality. It is encrusted with cushion marble cabochons and rectangular rutile cabochons and encircled with bands of round marble cabochons. This object menaces with spikes of glumprong and giant flying squirrel leather. On the item is an image of a bloated tuber in glumprong. On the item is an image of The Acrid Gills the ruby earring in glumprong.

On the item is an image of Snodub Scrapmenaces the elf and Kagabaflilbus Wipekills the kobold in goat bone. Kagabaflilbus Wipekills is striking down Snodub Scrapmenaces. The artwork relates to the killing of the elf Snodub Scrapmenaces by the kobold Kagabaflilbus Wipekills in The Round Gulf in the early winter of 237 during Etosp Slaz, "The Siege of Splattering".

On the item is an image of Damsto Counsellednightmare the elf and Liyiyi Velvetfolded the Praised Singed Fungus of Targeting is striking down Damsto Counsellednightmare. The artwork relates to the killing of the elf Damsto Counsellednightmare by the elf Liyiyi Velvetfolded the Praised Singed Fungus of Targeting is striking down Damsto Counsellednightmare by the elf Liyiyi Velvetfolded the Praised Singed Fungus of Targeting in The Round Gulf in the midspring of 237 during Odnakök, "The Scraped Assaults".

On the item is an image of The Acrid Gills the ruby earring in giant flying squirrel leather.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: Fleeting Frames on October 13, 2016, 01:59:14 pm

Marble and rutile cabachons? Somebody cut stone for that?

9 things, pretty high count.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers
Post by: Sanctume on October 13, 2016, 04:13:57 pm

White and Purple cabachons for gem windows would probably look royalty.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: TheFlame52 on October 15, 2016, 01:20:43 pm

First, open this song in another tab while you read this update. (https://www.youtube.com/watch?v=zeiKtO96Ty8)

Kol Copperweaver's Journal

Limestone

A vile force of darkness has arrived! We'll wait for the traps to soften them up, then charge! Close the gates!

There are hundreds. We few hold the gate only because the gap is so narrow. The chief medical dwarf just ran out there and died. Sodel fell, but he was carried away by a suicidally brave medic. Everything is a blur, chaos, blood spraying, limbs cracking, goblins screaming. But we stand, and we live.

#### "This is a fight! I laugh in the face of death!"

The forgotten beast is in the fortress. The only opposition is one war tiger and a brave orphan. They are keeping the beast at bay for now, but who knows what the dust will do?

Next to fall was Sibrek. She grew too tired and was nearly ripped apart by trolls. But we pushed them back and another brave medic arried away her unconscious body.

The beast is angry now. Shem ducks and dodges, her blows chipping off chunks of vomit. The tiger collides with the wall, then regains its feet to continue the attack.

An endless back-and-forth. They push us back. We push them forward. We've started rotating who is in front in order to save our strength. How many more are left?

The tiger is too tired to rise. Shem's muscles burn, but she ignores the pain. The beast is on the ground, broken and beaten. But not dead...

Thunk falls to troll hands. His armor protects him until he is carried away, limbs flopping gruesomely.

Shem falls unconscious, unable to resist the poison any longer. The tiger keeps the beast away from her. The beast's dust throws the combatants up a flight of stairs, away from Shem.

Dishmab's arm is broken by a goblin mace. Strangely, our enemies leave her to lie in peace.

First the beast's foot is severed, then its trunk. Shem is coughing blood.

Pushing forward, we can see the army thinning. Techno's shield arm is broken by a troll, but she beheads the offender and continues to fight.

The beast is dead, its head ripped to shreds by the tiger's claws.

Oddom falls, his spine torn by a goblin arrow. He buys us some time as the trolls focus on him. Techno, Gordak, and myself are the only dwarves left standing. After what seems like ages, there are no more goblins. I claim the last kill, putting my spear through a bowgob's helmet

The captain of the guard, the only dwarf with medical skills, is appointed the new chief medical dwarf. The hospitalized dwarves are treated. Shem is found dead, soaked in blood. So are two monitor lizard hatchlings. We may have a plague on our hands.

The tiger was also found dead in similar circumstances. A war rhino is found covered in dust, oozing blood. It isn't dying but DAMN is that a lot of blood. All over the nice fortress.

I combined both squads into one under Sibrek. We have only nine soldiers.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: HMetal2001 on October 15, 2016, 10:34:41 pm

MetalHead183, how well did he do?

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: Migrant on October 16, 2016, 12:39:06 pm

Perhaps diminishing the military was a mistake - it's not like the extra dwarf power made a difference.

## Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: TheFlame52 on October 16, 2016, 01:31:47 pm

Quote from: HMetal2001 on October 15, 2016, 10:34:41 pm

MetalHead183, how well did he do?

He left to take a nap right before the battle started.

Ouote from: Migrant on October 16, 2016, 12:39:06 pm

Perhaps diminishing the military was a mistake - it's not like the extra dwarf power made a difference.

What if the enemy hadn't run out when it did, then what? We had three fighting dwarves left. If we had more legendary warriors it wouldn't have been such a close call.

#### Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: Fleeting Frames on October 17, 2016, 11:14:32 am

\*looks at YT\*

[Black MIDI] Synthesia - Reach for the Moon  $\sim$  Immortal Smoke 5.5 Million  $\sim$  EpreTroll

I usually don't brother, but this time...I will.

Medics are heroes here, too.

Deadly dust? Seems medium-term, but... dangerous, I take it?

Bleeding.

Problematic.

9 soldiers, huh. Any of them good at teaching?

But...Perhaps one shouldn't fight them head on so intensively. Instead of swelling the military, one could swell the mechanics corps.

## Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: TheFlame52 on October 17, 2016, 11:37:09 am

Things probably would have worked out better if Thunk hadn't ran out past the traps. As for the soldiers, 8 are legendary and one is competent. I think I will disband all the civilian squads, since they have caused me nothing but problems, and draft everyone who knows one end of a weapon from the other.

## Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: luneya on October 17, 2016, 01:43:32 pm

Might as well. The civilian militia structure has been a mess since well before my tenure running the fort. And my own actions didn't help; when that siege arrived after I'd lost half the fort to a FB, and I couldn't get the gates closed, I went into panic mode, throwing everyone in the fort into random squads, activating all of them and issuing orders to kill the siegers. And the once the siege ended I simply deactivated everything other than the true military squads.

## Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: HMetal2001 on October 17, 2016, 01:45:33 pm

And my dwarf went to take a nap for crying out loud for a stubbed toe infected with tetanus. That got dark pretty quickly.

PS: This stage of Breadbowl now feels like that part of Crimson Tide, where

Spoiler: An actual spoiler warning (click to show/hide)

the Alabama is trying to pull itself back together after the Russian sub hit it. The scene where one crewman tries to save his buddy inside a flooding room, which he had to close after Captain's orders, particularly comes to mind.

Breadbowl hasn't had any mutinies yet, right?

## Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: TheFlame52 on October 17, 2016, 03:20:13 pm

NCommander was the one who made the squads in the first place, and without any maintenance at all they've fallen to pieces. We've got to clear out the rubble before we can rebuild.

## Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: Sanctume on October 17, 2016, 04:22:19 pm

Was there really more than 3 full squads ever?

I remember 2 melee that aren't full, and 1 range.

Then 2nd range for those that had some marksdwarf or discipline skills.

The rest were civilian squads so that the previous duke (Gwolfski) and mayor (Quasar) can wear armor and wield weapons. So they were not really training, but rather an attempt to outfit the civilians some armor.

And I think at the time, there was a theory that it helps with stress management back when it was v42.06?

## Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: TheFlame52 on October 17, 2016, 06:10:10 pm

Kol Copperweaver's Journal

Sandstone

We heal. We repair. We clean up.

The siege got me thinking. What if there had been more goblins? If there had been just 30 or 40 more, they would have overwhelmed us

three and gotten into the fortress. So I've begun some military reforms. All civilian squads are disbanded. All but three dwarves are removed from the fortress guard. Techno has been promoted to militia captain of the trainee squad, which consists of every dwarf who knows one end of a weapon from the other. Which, even after disbanding the fortress guard, is only six dwarves, a brutal reminder that we have less than 60 dwarves living here.

We're so fucked.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: HMetal2001 on October 17, 2016, 10:32:18 pm

Quote from: Sanctume on October 17, 2016, 04:22:19 pm

And I think at the time, there was a theory that it helps with stress management back when it was v42.06?

Isn't it still 42.06?

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: **Sanctume** on **October 17, 2016, 10:38:22 pm** 

Oh, I meant 40.24. This was before the new emotions changes.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers
Post by: QuQuasar on October 18, 2016, 02:37:11 am

or by: QuQuusui on occober 10/2010/02/5/111 un

Quote from: TheFlame52 on October 15, 2016, 01:20:43 pm

Thunk falls to troll hands. His armor protects him until he is carried away, limbs flopping gruesomely.

Quote from: TheFlame52 on October 17, 2016, 11:37:09 am

Things probably would have worked out better if Thunk hadn't ran out past the traps.

"Thunk has no time for overseers strategic considerations! Thunk will evicerate puny goblins who oppose Thunks mighty axe! Thunk fights for glory, victory, and fine dwarven cuisine! Thunk chaaaaaarge!"

[30 seconds later]

"Thunk regrets Thunk's life choices!" [Splurk!]

Is Thunk dead, by the way? Your wording is ambiguous and gives me hope Thunk was merely injured. I like saying Thunk and will take any excuse to say Thunk, which is why I hope Thunk is still alive. Thunk.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: **TheFlame52** on **October 18, 2016, 12:33:36 pm** 

The only soldier to die was the non-forumite who took an arrow to the spine. We've got some fucking brave and quick EMTs in this fort. I wrote it like that because almost every single one of Thunk's joints was broken by the time he was rescued. Trolls seem to like doing that.

Kol Copperweaver's Journal

Timber

Nothing happened this month. Nothing ever happens during Timber, it's like a law of nature. A bunch of kids grew up, though.

EDIT: I just realized something. I am the only person to ever take more than one turn at Breadbowl. Same with Kol, by extension. Kol is also the only surviving overseer. I've got some serious weight in this fort.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: **Sanctume** on **October 18, 2016, 01:16:52 pm** 

Yeah, you're the first who wanted seconds of that Breadbowl. I'd do it if it was served with clam chowder.

Did NComander passed on seconds first, just like Taupe passed on first?

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: **TheFlame52** on **October 18, 2016, 09:14:40 pm** 

Kol Copperweaver's Journal

Moonstone

Thunk, the worst wounded, is up and about again. He insisted on coming to training despite have no operating limbs. He got here by inchworming all the way from the hospital by himself. What a legend.

We've caught several exotic animals. We now have breeding pairs of giraffes, gray langurs, and bugbats.

I just noticed we have almost 14 thousand drinks. So that's where all the pots are going.

And finally, MEAD! I forgot to mention, I discovered there were too many hives. I halved the number of hives and made some kid a beekeeper and now we're producing!

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: QuQuasar on October 18, 2016, 10:03:51 pm

Quote from: TheFlame52 on October 18, 2016, 09:14:40 pm

Thunk, the worst wounded, is up and about again. He insisted on coming to training despite have no operating limbs. He got here by inchworming all the way from the hospital by himself. What a legend.

"Thunk has no time for useless crippled limbs! Thunk too mighty to be slowed by near-fatal injuries! Thunk will kill Breadbowl's enemies with Thunk's powerful torso alone!"

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: **HMetal2001** on **October 18, 2016, 10:24:38 pm** 

Quote from: TheFlame52 on October 18, 2016, 12:33:36 pm

The only soldier to die was the non-forumite who took an arrow to the spine. We've got some fucking brave and quick EMTs in this fort. I wrote it like that because almost every single one of Thunk's joints was broken by the time he was rescued. Trolls seem to like doing that.

Kol Copperweaver's Journal

Timber

Nothing happened this month. Nothing ever happens during Timber, it's like a law of nature. A bunch of kids grew up, though.

EDIT: I just realized something. I am the only person to ever take more than one turn at Breadbowl. Same with Kol, by extension. Kol is also the only surviving overseer. I've got some serious weight in this fort.

What's an EMT?

#### Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: Sanctume on October 18, 2016, 10:55:19 pm

Quote from: HMetal2001 on October 18, 2016, 10:24:38 pm

What's an EMT?

Emergency Medical Technicians probably.

## Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: TheFlame52 on October 19, 2016, 10:27:44 am

It's the dudes what sit in an ambulance.

## Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: TheFlame52 on October 19, 2016, 10:04:04 pm

Kol Copperweaver's Journal

Opal

Thunk is finally on his feet again. He healed enough that he can hold a crutch, but he still can't hold a weapon. Training the new recruits is going well. We've got food and drink to last us for years. We'll be fine as long as nothing attacks us. Fat chance of that though.

Obsidian

And with that, my year comes to a close. I hope the next overseer is as competent as me.

SAVE: http://dffd.bay12games.com/file.php?id=12514

Things to do:

- Get a legendary armorsmith and make some good steel armor. All we've got is iron.
- Keep making steel. You can never have too much.
- Slab that ghost that just showed up.
- Don't take the recruits into battle until they're legendary.
- Give the dwarven caravan some massive trades. I hear that attracts migrants.
- Breed some war animals, but don't put them in danger until you have enough to actually pose a threat to the enemy.
- DON'T KILL ANYONE.

## Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: luneya on October 19, 2016, 11:31:58 pm

I don't think we'll ever get any significant migrant waves again, no matter how much we export. Even if the new overseer decides to cheat and apply the dfhack migrants-now command, that only triggers the test-for-migrants condition; if the fortress is a bad enough death trap, the dwarves will say "hell, no" and the overseer will get nothing but the "No migrants arrived this season" message. I'm pretty sure that Breadbowl has gotten bad enough that there's a significant risk of that fate. If we do get migrants, they'll be coming in pairs or the like, not in real migration waves.

### Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: Fleeting Frames on October 20, 2016, 12:11:34 am

The fort was started in 40.24. I wonder if that means the new zones attract no visitors, since none were procedurally generated? Never toyed with upgrading.

Otherwise, that and childbirth might indeed beat migration.

## Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: QuQuasar on October 20, 2016, 12:49:39 am

Okay then. Imic is up next.

It really does look like Breadbowl is entering its final decline. Our founders are dead, our King lost, and three quarters of our population rest in their graves (or the refuse pile). It's unlikely we will ever see Breadbowl rise to rival its former power again. We've even given up recording trade quantities: truly this is an age of despair and darkness. It's hard to tell if the dwarves of Breadbowl are holding onto the faintest glimmers of hope, or just prolonging the inevitable.

## Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: Imic on October 20, 2016, 03:23:31 am

Ogh gods, I did not realise it was my turn. Take me off, my emails are not working properly right now, and my computer is banjaxed for a while still. Should be better soon.

## Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: Migrant on October 20, 2016, 05:32:11 pm

It really does look like Breadbowl is entering its final decline. Our founders are dead, our King lost, and three quarters of our population rest in their graves (or the refuse pile). It's unlikely we will ever see Breadbowl rise to rival its former power again. We've even given up recording trade quantities: truly this is an age of despair and darkness. It's hard to tell if the dwarves of Breadbowl are holding onto the faintest glimmers of hope, or just prolonging the inevitable.

Also we're out of overseers. The situation is desperate on both sides off the 4th wall.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers

Post by: TheFlame52 on October 20, 2016, 05:46:55 pm

I'm not doing a third turn so soon. I won't go until at least two other people have gone, to ensure all my plans are properly ruined.

# Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: QuQuasar on October 20, 2016, 06:39:14 pm

Okay, we are out of overseers and the road forks ahead. What path do you choose?

#### a) Continue.

The dwarves of The Old Nets still need us. We'll need to run DFHack's clear deceased list command to ensure future migrants, re-dwarf ourselves (given that just about every one of our original dwarves are dead, I'll forgo the "come up with a new name" rule) and then make a concerted effort to regain and surpass our former glory.

And by glory I mean trade quantities. I'm going to have to insist we start recording those properly again if we choose to continue.

#### b) End.

Give Breadbowl a proper final episode: arm and armour every dwarf and then see if DFHack can summon all of Breadbowl's enemies at once so we can end things in a final glorious battle rather than dying a slow, painful death by attrition.

I could go either way: I guess it all depends on whether we genuinely think Breadbowl can recover, or if we'd just be drawing things out and prolonging the inevitable.

## Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: TheFlame52 on October 20, 2016, 07:09:19 pm

Two more good sieges and we're toast anyway.

# Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: Fleeting Frames on October 20, 2016, 07:58:31 pm

t by. Fleeting Frames on October 20, 2010, 07.38.31 pm

Looking at it...I get 14 FPS. Not much a decline from 18 last time iirc, but that time it had like double the citizens.

And the broker claimed king's room :v

\*checks stocks\*

Uh, what?

| 1550 | 10337                                                                   |
|------|-------------------------------------------------------------------------|
| None |                                                                         |
| 238  |                                                                         |
| 1139 |                                                                         |
| 762  |                                                                         |
| 2883 |                                                                         |
| 248  |                                                                         |
| 11   |                                                                         |
| None |                                                                         |
| 1008 |                                                                         |
| None |                                                                         |
| None | 555960                                                                  |
|      | None<br>238<br>1139<br>762<br>2883<br>248<br>11<br>None<br>1008<br>None |

They're bees, apparently. Though threads and blocks are laggy to look at. Must be webs.

Cleaning everything and killing the webs...nets maaaybe 2 FPS? If that.

the b)...Well. To be honest, looking at BB the feelings I get are "this fort is so open". There are climbing accesses...But mostly, the whole thing is very much open to the sky. Well, there's about 4k wood and 1k copper to do just that.

That said. A military end of breadbowl...feels a little improper, even if it's lack of focus is appropriate. No, I think a more suitable end would be due giving away all foods to caravans + starving tantrum-spirals. Maybe trade away the  $\sim 16$ k available and then have the farmers break down? By the time butcher's hunting for vermin, there's nobody to slaughter pets.

Though this all is very much into "deliberately killing the fort because there aren't another dozen overseers" territory.

# Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: TheFlame52 on October 20, 2016, 08:24:18 pm

I don't think you understand how much food we have. There's no way to starve this fort. The merchants will leave before you get everything to the depot.

# Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: luneya on October 20, 2016, 10:00:19 pm

Actually, I manually assigned the broker to the king's room during the post-FB recovery. At the time, the broker in question was also mayor, and thus demanded quality (though not necessarily royal) space. And I certainly wasn't going to bother creating nice rooms while the fort was littered with bodies. So I just used what was vacant. And then when another dwarf was elected mayor, I assigned him the remaining floors of the royal tower. It's not like we needed the room for anything else :P

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers
Post by: HMetal2001 on October 21, 2016, 01:47:53 am

Can I volunteer for "The Historian of Breadbowl" job?

# Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: Fleeting Frames on October 21, 2016, 02:21:12 am

Chronicle away! I'm not sure what that job would do, so that's up to you :)

Quote from: TheFlame52 on October 20, 2016, 08:24:18 pm

I don't think you understand how much food we have. There's no way to starve this fort. The merchants will leave before you get everything to the depot.

Well, honestly that's because the goods are moved from over 40 tiles away(judging from still distances, and I wouldn't be surprised if prepared meals - which I couldn't find - are even farther away) one at a time, when only merchants are visiting.

Assuming average barrel of drink in Breadbowl contains 20 units of drink, if you used minecarts to trade them from 1 tile away you'd only have to do the equivalent of 26 tiles of weight hauling when merchants are visiting, instead of 27950+ tiles of single-barrel hauling (and I bet there most of the drink is stockpiled further away than stills). Not very efficient, Breadbowl is.

Granted, having more months to move things to 1 tile from depot only helps so much - it seems like if the goal outlined in OP would be even hauled to depot in a year there would need to be equivalent of auto-transport stone quarries, expect for food.

Prepared meals...I couldn't even find the prepared meal pile. At least plant barrels have two thirds the distance of booze ones.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers
Post by: HMetal2001 on October 21, 2016, 02:29:04 am

I'm "chronicling" the noseless winged web-shooting zebra's rampage right now. Brutal (not br00tal; well it could be considered that if you stretch your definition of br00tal), gory stuff.

PS: I propose a third option:

C) Restart from Migrant's half-year save. And give Luneya the reins, as he (or his dwarf, rather) will have the nightmare of Ongul killing 63 dwarves. Then the order to barricade the unguarded bridge should be given.

Opinions?

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: QuQuasar on October 21, 2016, 04:45:12 am

Okay, let's see what there is to see in and around Brea-



Dear Armok that's a lot of Monitor Lizards.

Okay, let's see what there is to see in and around Breadbowl aside from our ridiculous horde of Monitor Lizards...

## Named dwarves:

'Dirk' Shotentrance, female, 'Lazy Bastard', Legendary +5 Miner.

'Vutok' Boulderdwelled, male, woodcutter and doctor.

'Murphy' Smithsyrups, female, mayor.

'Ivomtad' Urnfissure, male, Legendary+5 Grower.

'Gordak Pickhailed the Helmed Funeral of Clutches, male, Legendary+5 Hammerlord.

'Tonnot' Sizzletreaties, male, Legendary+5 Brewer, Speardwarf (recently drafted).

'Kol' Copperweaver, male, Legendary+5 Speardwarf.

'Big Sibrek' Gatemoistened the Brass Aura of Dwellings, female, Militia Commander, Legendary+5 Axedwarf.

'Techno' Helmedtones, female, Militia Captain, Legendary+5 Axedwarf.

'Metalhead 183' Lashsnarl the Barricaded Plane of Desserts, male, Legendary+5 Axedwarf.

'Thunk' Hazechambers the Echo of Lands, male, 'Doombringer', Legendary+5 Axedwarf.

Thanks to the introduction of the rediculously unbalanced alcohol syndrome, stress is no longer a problem. In spite of everything, only two dwarves are even mildly stressed: Fath and Udil.

It's probably worth noting that Kastoltegir and Alaknikot, our artifact adamatine spear and artifact silver mace, are not currently being wielded. They should really be assigned to someone.

On a somewhat more insane note: why does our animal list include a worn flaming magpie?

I can't find it in our livestock list, so I guess it's a phantom worn flaming magpie. Yeah, that makes sense.

Oh, and another thing... it appears one of our Giant Hamsters liquified a Rhinocerous and is now wearing it's flesh.



Although to be fair, the giant hamster isn't the only animal completely covered in liquid rhinocerous sinew. Every animal in that group there is...

...

... what the fuck did I just type?

PS: The rhinocerous in question is still alive, too. I just... I don't... even... just... what.

## Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: HMetal2001 on October 21, 2016, 04:56:48 am

Is that the same rhino in the Breadbowl fashion editorial?

PS: Add it to the quotable quotes section in the OP.

# Title: Re: Breadbowl: a Succession Farm [42.06] - Need overseers! Apply within! Post by: Imic on October 21, 2016, 05:55:21 am

:0

That... Is... What?...

## Post by: Sanctume on October 21, 2016, 09:02:38 am

For Alaknikot, an artifact silver mace, was given to the first dwarf what shows interest in mace (dabbling mace).

Title: Re: Breadbowl: a Succession Farm [42.06] - Need overseers! Apply within!

And I think Kastoltegir, an artifact adamatine spear was given to Taupe who was already a legendary speardwarf.

So I think the spear should be given to the highest speardwarf who has not been attached to or named a weapon yet.

# Title: Re: Breadbowl: a Succession Farm [42.06] - Need overseers! Apply within! Post by: TheFlame52 on October 21, 2016, 10:21:37 am

Big Sibrek was actually in two squads for a while. She's a legendary speardwarf and a legendary axedwarf. She had Taupe's spear for a while.

# Title: Re: Breadbowl: a Succession Farm [42.06] - Need overseers! Apply within! Post by: Sanctume on October 21, 2016, 12:02:51 pm

I thought of the merits of Continue vs End with no definite conclusion but leaning to continue.

One point worth mentioning, is that Breadbowl is actually getting sieges which is quite rare for a world-gen originating from v40.

Comparing to a recent v43.05 fort I am currently playing in it's 4th year, with modded neighbors as hostiles, the sieges expectations looks to be a bust.

# Title: Re: Breadbowl: a Succession Farm [42.06] - Need overseers! Apply within! Post by: Migrant on October 21, 2016, 12:23:23 pm

I cast my vote for continue. Possibly hiding behind walls for a few years or whatever it will take to clean the fort up. As I mentioned during my half year I am perfectly fine with using DFHack to solve FPS related things.

Title: Re: Breadbowl: a Succession Farm [42.06] - Requesting Overseers Post by: HMetal2001 on October 21, 2016, 02:13:11 pm

Sorry about repost, but I propose a third option:

C) Restart from Migrant's half-year save. And give Luneya the reins, as he (or his dwarf, rather) will have the nightmare of Ongul killing 63 dwarves. Then the order to barricade the unguarded bridge should be given.

Opinions?

Title: Re: Breadbowl: a Succession Farm [42.06] - Need overseers! Apply within! Post by: Sanctume on October 21, 2016, 02:28:34 pm

I'm interested on who is the heir to the empire Old Nets.

Title: Re: Breadbowl: a Succession Farm [42.06] - Need overseers! Apply within! Post by: HMetal2001 on October 21, 2016, 03:41:35 pm

This is from Luneya's posted save so it may be incorrect.

The new King's name is Urvad Theatersinews, son of Sibrek Paintmatch. He's in Hallpondered, a Hillocks.

Title: Re: Breadbowl: a Succession Farm [42.06] - Need overseers! Apply within! Post by: Fleeting Frames on October 21, 2016, 05:41:34 pm

@HMetal: Either way, migrants might be necessary, though with further traps and more population might be able to manage with just visitors and children growing perhaps?

Title: Re: Breadbowl: a Succession Farm [42.06] - Need overseers! Apply within! Post by: QuQuasar on October 21, 2016, 06:34:13 pm

Quote from: Fleeting Frames on October 21, 2016, 02:21:12 am

Granted, having more months to move things to 1 tile from depot only helps so much - it seems like if the goal outlined in OP would be even hauled to depot in a year there would need to be equivalent of auto-transport stone quarries, expect for food.

For the record, I would have loved to see Breadbowl become what you describe here. A well oiled food-production machine, with dozens of workshops and minecarts delivering ingredients to them and food/drink to the depot, would almost certainly have been able to meet and surpass the production goals I outlined in the OP.

But Breadbowl is a succession farm, emphasis on "succession". Efficiency was never likely to be our strong suit.

And hey, we might not have met our production quota's, but we told a damn fine story in the attempt. I'm extremely happy with how it all turned out, and that's why I'm okay to end it here. Or not: people seem to think we can yet make another go at it.

Quote from: HMetal2001 on October 21, 2016, 02:13:11 pm

Sorry about repost, but I propose a third option:

C) Restart from Migrant's half-year save. And give Luneya the reins, as he (or his dwarf, rather) will have the nightmare of Ongul killing 63 dwarves. Then the order to barricade the unguarded bridge should be given.

Opinions?

We're not going to undo people turns, that would be unfair to the overseers.

Quote from: Fleeting Frames on October 21, 2016, 05:41:34 pm

Either way, migrants might be necessary, though with further traps and more population might be able to manage with just visitors and children growing perhaps?

The only thing that should prevent migrants from arriving is the deceased list. If we clear it, we should be able to rebuild our population in a year or two.

Title: Re: Breadbowl: a Succession Farm [42.06] - Need overseers! Apply within! Post by: luneya on October 21, 2016, 10:47:54 pm

Anyway, I really don't have time to play my turn over right now, which seems to be the suggestion in the reset proposal. I'm content to go down in history as the overseer who managed to save (from FPS death) and destroy (by FB) Breadbowl all in the course of a single turn.

I'd love to see someone manage to bring the fort back from the latest round of disasters, even if it does take judicious use of dfhack. But if nobody wants to take on the job, then I guess we're done.

Title: Re: Breadbowl: a Succession Farm [42.06] - Need overseers! Apply within! Post by: HMetal2001 on October 22, 2016, 12:16:01 am

So no alternate realities. Oh well. I can't really post the FB death report, as RL just got a little muddier.

Title: Re: Breadbowl: a Succession Farm [42.06] - Need overseers! Apply within! Post by: Migrant on October 24, 2016, 11:06:02 am

I propose a fourth option. Seeing how it is difficult to find an overseer perhaps we could allow someone to play indefinitely at their own pace until 2-3 other people want to have a turn and then let the fort continue as a succession game.

I agree completely with Quasar that retconing is bad.

I am not sure how I feel about clearing the deceased list. Would it be possible to attract migrants by creating enormous amounts of wealth instead?

Title: Re: Breadbowl: a Succession Farm [42.06] - Need overseers! Apply within! Post by: HMetal2001 on October 24, 2016, 02:18:10 pm

Sorry about suggesting the retcon/Voyager-style reset button. :-[

By the way, how do we justify the dfhack usage in-universe?

Title: Re: Breadbowl: a Succession Farm [42.06] - Need overseers! Apply within! Post by: Sanctume on October 24, 2016, 03:18:52 pm

With such tragic loss in life, alcohol dependency increased three-folds to the point the inebriation has become a threat to an absurd diagnosis called "alcohol poisoning." The period drifted in a blur just as much as the memories of those who has long since passed

remain nothing but a blur.

Perhaps historians, bards, engravers, tale spinners will mention familiar names, but most likely those that survived will struggle to reconstruct their shattered memories into something clear as crystal glass.

Title: Re: Breadbowl: a Succession Farm [42.06] - Need overseers! Apply within! Post by: luneya on October 24, 2016, 04:36:07 pm

We've already created and exported enormous amounts of wealth, considering how overvalued prepared meals are. Our migrant waves are down to an average of 2 dwarves a pop, and it's not going to improve by much. I suppose we could just spam the migrants-now cheat instead, but pruning the dead list is more practical. If there's a way to manually edit it rather than simply clearing the whole thing, I'd support keeping the important dwarves in place, and only forgetting about the many instances of deceased Urist McAverage.

Title: Re: Breadbowl: a Succession Farm [42.06] - Need overseers! Apply within! Post by: QuQuasar on October 24, 2016, 05:21:33 pm

Okay then. It seems like attempting to continue is our choice, but we will need overseers to keep Breadbowl alive. I will look at taking a year and hope that some people will volunteer for the subsequent ones. Some admin stuff before I start:

- \* I couldn't get it working in 42.04 and there doesn't seem to be an LNP for 42.06, so I'm looking at upgrading the save to 43.03, which I already have working. Opinions?
- \* Looks like someone's already cleared the deceased list for me. I expect to see migrants.
- \* I'll be doing another animal cull and rearranging the labours of the entire fortress to get the place cleaned up as much as possible before we move to a full production footing.
- \* I can see a lot of opportunities for FPS gain (walling off pathfinding traps, culling animals, etc), so I'll be doing what I can on that front.
- st We only have a single giant hamster left. I will be training it for war. What could possibly go wrong?

Title: Re: Breadbowl: a Succession Farm [42.06] - Need overseers! Apply within! Post by: TheFlame52 on October 24, 2016, 05:24:03 pm

We had no giant hamsters before my turn.

Title: Re: Breadbowl: a Succession Farm [42.06] - Need overseers! Apply within! Post by: Fleeting Frames on October 24, 2016, 05:48:39 pm

@QuQuasar: Has come up before (http://www.bay12forums.com/smf/index.php?topic=152568.msg7125993#msg7125993). There sure have been LNPs for 42.06. I have downloaded two.

Just quick search in DF General gives

Unofficial MacNewbie pack update for 42.06 (http://www.bay12forums.com/smf/index.php?topic=157253.msg6902974#msg6902974) as well, though you probably run a different OS.

Upgrading the fort would risk some bugs - 43.03 has in particular helve branch interface crash - as well as deadlier fire, so it should probably be avoided.

@Migrant: afaik it's more like a hard cap, so no.

Title: Re: Breadbowl: a Succession Farm [42.06] - Need overseers! Apply within! Post by: QuQuasar on October 24, 2016, 06:07:44 pm

Quote from: Fleeting Frames on October 24, 2016, 05:48:39 pm

@QuQuasar: Has come up before (http://www.bay12forums.com/smf/index.php?topic=152568.msg7125993#msg7125993). There sure have been LNPs for 42.06. I have downloaded two.

Just quick search in DF General gives

Unofficial MacNewbie pack update for 42.06 (http://www.bay12forums.com/smf/index.php?topic=157253.msg6902974#msg6902974) as well, though you probably run a different OS.

as well, though you probably run a diferent OS.

Linux and Mac, though. I use Windows.

The only starter packs I've been able to find are 40.24 (http://dffd.bay12games.com/file.php?id=11309) and 43.03 (http://dffd.bay12games.com/file.php?id=7622). The thread that says it's supposed to link to the 42.06 version (http://www.bay12forums.com/smf/index.php?topic=126076.msg6852903#msg6852903) actually links to 40.24.

Title: Re: Breadbowl: a Succession Farm [42.06] - Need overseers! Apply within! Post by: Fleeting Frames on October 24, 2016, 06:41:29 pm

Well, I don't have any windows versions. PE is pretty consistent about updating the link. Can someone else provide an upload, then? HMetal for instance?

Title: Re: Breadbowl: a Succession Farm [42.06] - Need overseers! Apply within! Post by: Sanctume on October 24, 2016, 06:57:49 pm

Yeah, the Windows LNP 42.06-r04 is no longer in the link.

Do you want me to zip and upload my folder that version?

Title: Re: Breadbowl: a Succession Farm [42.06] - Need overseers! Apply within! Post by: QuQuasar on October 24, 2016, 07:50:15 pm

Quote from: Sanctume on October 24, 2016, 06:57:49 pm

Yeah, the Windows LNP 42.06-r04 is no longer in the link.

Do you want me to zip and upload my folder that version?

No worries, I found this mirror of all the starter packs through one of those links. http://df.wicked-code.com/

Can't download it now, but should be able to manage tomorrow.

Title: Re: Breadbowl: a Succession Farm [42.06] - Need overseers! Apply within! Post by: HMetal2001 on October 24, 2016, 10:43:27 pm

Quote from: QuQuasar on October 24, 2016, 05:21:33 pm

Okay then. It seems like attempting to continue is our choice, but we will need overseers to keep Breadbowl alive. I will look at taking a year and hope that some people will volunteer for the subsequent ones.

"Thunk will not let his disabilities ruin his opportunity to oversee Breadbowl!"

Sorry Quasar. I had to. It was a golden opportunity.

Title: Re: Breadbowl: a Succession Farm [42.06] - Need overseers! Apply within! Post by: Fleeting Frames on October 24, 2016, 11:18:27 pm

Well, this is as good chance as any: Do any of those who voted/want it to continue desire to oversee it, once more?

Title: Re: Breadbowl: a Succession Farm [42.06] - Need overseers! Apply within! Post by: Broseph Stalin on October 24, 2016, 11:22:17 pm

I'm trying to get back into DF, I'd like to read the thread first but I'm up for taking a turn.

Title: Re: Breadbowl: a Succession Farm [42.06] - Need overseers! Apply within! Post by: HMetal2001 on October 25, 2016, 01:44:49 pm

Quote from: Broseph Stalin on October 24, 2016, 11:22:17 pm

I'm trying to get back into DF, I'd like to read the thread first but I'm up for taking a turn.

Seeing the posts in your sig, I look forward to it.

Title: Re: Breadbowl: a Succession Farm [42.06] - Need overseers! Apply within! Post by: QuQuasar on October 26, 2016, 05:56:29 pm

, , ,

Thunk apologises for the delayed start! Thunk had to do some raw hacking to allow LNP to convert to a Phoebus tileset!

Thunk has also not had an opportunity to upload screenshots, which are vital to facilitate narrative cohesion in Thunks storytelling!

THUNK THANKS YOU FOR YOUR PATIENCE!

Ouote

I'm trying to get back into DF, I'd like to read the thread first but I'm up for taking a turn.

Thunk will add you to the turn list!

Title: Re: Breadbowl: a Succession Farm [42.06] - Need overseers! Apply within! Post by: QuQuasar on October 27, 2016, 02:59:39 am

Ouete

From the pen of Urvad Stinthadgesis son of Sibrek Logemtad, rightful heir to the throne of The Old Nets. To the current overseer of Imarust, "Breadbowl".

It has been more than a year since The rampage of Ongul Gristleurns the Callus of Wastes which took the life of my father, King Sibrek Logemtad. This letter is to inform you that I, Urvad Theatersinews, have been inaugrated as King. Do not fear: I hold no ill will towards the dwarves of Breadbowl for their failure to protect my father.

However, over the years some hillocks of The Old Nets have come to depend on food imported from Imarust. In recent years, many of these have been forced to ration food in order to prevent widespread famine. This is partly due to the overall reduction in output from Breadbowl, and also to the plethora of clerical errors that we suspect our "allies" have taken advantage of, in order to divert Breadbowl cuisine to their own people.

I realise it is much to ask in the wake of your recent misfortunes, but as your King and for the sake of the Old Nets, I must insist the dwarves of Breadbowl prioritise the production and export of food and the keeping of accurate records.

As of the new year, the bearer of this message is your overseer. She is a competant and meticulous dwarf, and I trust she will keep you on the right path.

Yours truly,

His Highness King Urvad Stinthadgesis,

Kol looked up from the letter. "Who delivered this?"

"Thunk did!" shouted Thunk.

"She was a bookish looking dwarf," said Big Sibrek, the militia commander, "but she took a look at the state of the place, handed the letter to the nearest dwarf, and ran off."

"Dammit. And the nearest dwarf was-"

"THUNK!"

"Yeah... that guy."

"Which means Thunk delivered the letter! So Thunk overseer now, yes? King say Thunk overseer!"

Kol looked at the excited axedwarf, and then down at the letter. "It says "she", Thunk. Are you a woman now?"

"Thunk rejects gender binary! Thunk not he or she! Thunk "Thunk"! So can Thunk be overseer? Thunk wants to be overseer!"

Kol sighed. "You know what? I genuinely don't care. Do what you want."

"YAY! THUNK IN CHARGE NOW! OBEY THUNK!"

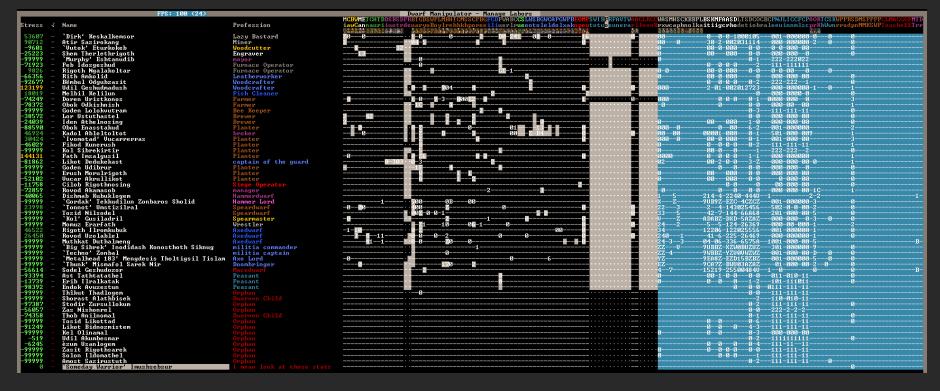
Everybody have to do what Thunk say! This glorious moment for Thunk! The very first order in Thunk's historic rule shall be-

[trips over a lizard]

THUNK DEMANDS A CULL!

| Creatures Overall Training                                                              |                                            |
|-----------------------------------------------------------------------------------------|--------------------------------------------|
| Status: Domesticated s: Search: monitor                                                 |                                            |
| Creature<br>Stray Monitor Lizard, & (Tame) D                                            | Owner<br>Ready for Slaughter               |
| Stray Monitor Lizard, & (Tame)                                                          | Ready for Slaughter                        |
| Stray Monitor Lizard, \$ (Tame)  Stray Monitor Lizard, \$ (Tame)  D                     | Ready for Slaughter<br>Ready for Slaughter |
| Stray Monitor Lizard, & (Tame) D                                                        | Ready for Slaughter                        |
| Stray Monitor Lizard, & (Tame)  Stray Monitor Lizard, & (Tame)  D                       | Ready for Slaughter<br>Ready for Slaughter |
| Stray Monitor Lizard, & (Tame)                                                          | Ready for Slaughter                        |
| Stray Monitor Lizard. & (Tame)                                                          | Ready for Slaughter<br>Ready for Slaughter |
| Stray Monitor Lizard, 9 (Tame) D                                                        | Ready for Slaughter                        |
| Stray Monitor Lizard, & (Tame) D                                                        | Ready for Slaughter<br>Ready for Slaughter |
| Stray Monitor Lizard, 9 (Tame) D                                                        | Ready for Slaughter                        |
| Stray Monitor Lizard. & (Tame)                                                          | Ready for Slaughter<br>Ready for Slaughter |
| Stray Monitor Lizard, & (Tame)  Stray Monitor Lizard, & (Tame)  D                       | Ready for Slaughter<br>Ready for Slaughter |
| Stray Monitor Lizard, 9 (Tame)                                                          | Ready for Slaughter                        |
| Stray Monitor Lizard, & (Tame)  Stray Monitor Lizard, & (Tame)  D                       | Ready for Slaughter<br>Ready for Slaughter |
| Stray Monitor Lizard, & (Tame)                                                          | Ready for Slaughter                        |
| Stray Monitor Lizard, \$ (Tame)  Stray Monitor Lizard, \$ (Tame)  D                     | Ready for Slaughter<br>Ready for Slaughter |
| Stray Monitor Lizard, & (Tame) D                                                        | Ready for Slaughter                        |
| Stray Monitor Lizard, & (Tame)  Stray Monitor Lizard, & (Tame)  D                       | Ready for Slaughter<br>Ready for Slaughter |
| Stray Monitor Lizard, & (Tame)                                                          | Ready for Slaughter                        |
| Stray Monitor Lizard, & (Tame)  Stray Monitor Lizard, & (Tame)  D                       | Ready for Slaughter<br>Ready for Slaughter |
| Stray Monitor Lizard, & (Tame)                                                          | Ready for Slaughter                        |
| Stray Monitor Lizard, & (Tame)  Stray Monitor Lizard, & (Tame)  D                       | Ready for Slaughter<br>Ready for Slaughter |
| Stray Monitor Lizard, & (Tame)                                                          | Ready for Slaughter                        |
| Stray Monitor Lizard, & (Tame)  Stray Monitor Lizard, & (Tame)  D                       | Ready for Slaughter<br>Ready for Slaughter |
| Stray Monitor Lizard, & (Tame) D                                                        | Ready for Slaughter                        |
| Stray Monitor Lizard, \$ (Tame)  Stray Monitor Lizard, \$ (Tame)  D                     | Ready for Slaughter<br>Ready for Slaughter |
| Stray Monitor Lizard, 9 (Tame) D                                                        | Ready for Slaughter                        |
| Stray Monitor Lizard, & (Tame)                                                          | Ready for Slaughter<br>Ready for Slaughter |
| Stray Monitor Lizard, \$ (Tame)  Stray Monitor Lizard, \$ (Tame)  D                     | Ready for Slaughter<br>Ready for Slaughter |
| Stray Monitor Lizard, & (Tame) D                                                        | Ready for Slaughter                        |
| Stray Monitor Lizard, \$ (Tame) D Stray Monitor Lizard, \$ (Tame) D                     | Ready for Slaughter<br>Ready for Slaughter |
| Stray Monitor Lizard, & (Tame) D                                                        | Unavailable<br>Unavailable                 |
| Stray Monitor Lizard, \$\partial (Tame) \\ Stray Monitor Lizard, \$\partial (Tame) \\ D | Unavailable<br>Ready for Slaughter         |
| Stray Monitor Lizard Hatchling, & (Tame) D                                              | Ready for Slaughter                        |
| Stray Monitor Lizard Hatchling, \$ (Tame)  Stray Monitor Lizard Hatchling, \$ (Tame)  D | Ready for Slaughter<br>Ready for Slaughter |
| Stray Monitor Lizard Hatchling, \$ (Tame) D                                             | Ready for Slaughter                        |
| Stray Monitor Lizard Hatchling, \$ (Tame)  Stray Monitor Lizard Hatchling, \$ (Tame)  D | Ready for Slaughter<br>Ready for Slaughter |
| Stray Monitor Lizard Hatchling, & (Tame)                                                | Ready for Slaughter                        |
| Stray Monitor Lizard Hatchling, \$ (Tame) D                                             | Ready for Slaughter<br>Ready for Slaughter |
| Stray Monitor Lizard Hatchling, \$ (Tame) D                                             | Ready for Slaughter                        |
| Stray Monitor Lizard Hatchling, & (Tame)                                                | Ready for Slaughter<br>Ready for Slaughter |
| Stray Monitor Lizard Hatchling, \$ (Tame)  Stray Monitor Lizard Hatchling, \$ (Tame)  D | Ready for Slaughter<br>Ready for Slaughter |
| Stray Monitor Lizard Hatchling, \$ (Tame) D                                             | Ready for Slaughter                        |
| Stray Monitor Lizard Hatchling, \$ (Tame)  Stray Monitor Lizard Hatchling, \$ (Tame)  D | Ready for Slaughter<br>Ready for Slaughter |
| Stray Monitor Lizard Hatchling, & (Tame)                                                | Ready for Slaughter                        |
| Stray Monitor Lizard Hatchling, & (Tame)  Stray Monitor Lizard Hatchling, & (Tame)  D   | Ready for Slaughter<br>Ready for Slaughter |
| Stray Monitor Lizard Hatchling, & (Tame)                                                | Ready for Slaughter                        |
| Stray Monitor Lizard Hatchling, & (Tame)  Stray Monitor Lizard Hatchling, & (Tame)  D   | Ready for Slaughter<br>Ready for Slaughter |
| Transfer Bear a moone and transfer by                                                   | noung for ornighter                        |

Alright, *now* Thunk begin important work. Thunk needs to carefully look over labor chart and adjust tasks to prevent complete failure of Breadbowl's military/industrial complex under Thunk's rule.



... THUNK CONFUSED AND ENRAGED BY LABOR CHART!

Why are legendary growers militia dwarf trainee's? Why are useless fish cleaners not drafted? Why do so many dwarves have stupid faces? Thunk smash all labors! Thunk will meticulously micromanage Breadbowl labors until stupidness is over!

<sup>&</sup>quot;Kol! Thunk wants you to know Kol is good friend to Thunk!"

<sup>&</sup>quot;Um... okay? Thank you Thu-"

<sup>&</sup>quot;But Kol is also a stupid face! You is great spearmaster, why are you not using Taupes artifact adamantine spear? Tell Thunk! TELL THUNK NOW!"

<sup>&</sup>quot;Hmm? Oh, that. I like my masterwork steel spear. It's simple and clean and I'm used to it, so I can do more damage wi-"

"Take the fancy spear, Kol!"

"Well I don't know if I can wield something lik-"

"KOL YOU WILL TAKE THE SPEAR OR THUNK WILL HIT YOU WITH THUNKS AXE, THUNK SWEARS TO GOD!"

"Okay okay geeze!"

"SODEL MACE INSISTS THE SILVER ARTIFACT NOW FROM ON USE THUNK!"

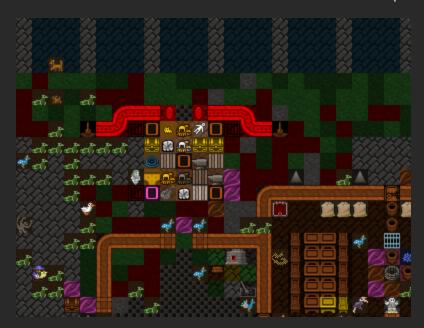
"... what?"

"Thunk insists Sodel use the silver artifact mace from now on."

"Oh. Yeah okay, I guess."

"That is the correct answer! Thunk approves!"

Thunk hears that hauling produced food to depot is problem! Thunk see's opportunity to showcase Thunk's abilities as problem solver! Thunk orders minecart tracks built from cellar to trade depot!



Thunk does not know if guided minecarts can run people over, but Thunk declares tracks restricted to be safe.

Thunk see's two dwarves stuck up a tree and calling for help! Thunk not sure Thunk want to know how that happened! Thunk orders tree cut down!



```
the Woodcutter 'Uutok' Eturkokeb is fighting!

The x(troll fur trousers)x strikes the woodcutter in the upper body, bruising the muscle and shattering the right floating ribs through the (wild boar leather robe)!

The woodcutter gives in to pain.

The woodcutter falls over.
```

fortnight in close proximity, including at once point sleeping on the same tile. And when Vutok cut them down, he got injured by falling pants.

Really, Dwarf Fortress? Falling pants? Really? The pornstar names weren't on-the-nose enough for you?

...

But that's not even the wierdest thing. The wierdest thing is this: *all three dwarves are still wearing trousers*. Where did the extra trousers come from? Why do they exist? We may never know. (https://www.youtube.com/watch?v=GRWbIoIR04c)

BY ORDER OF OVERSEER THUNK, PANTS ARE NOW FORBIDDEN IN BREADBOWL FOR SAFETY REASONS!

```
FD pairs of giant cave spider silk trousers [110]
FD pairs of sheep wool trousers [8]
FD pairs of llama wool trousers [18]
FD pairs of alpaca wool trousers [19]
FD pairs of troll fur trousers [183]
FD pairs of giant slug leather trousers [2]
FD blue shark leather trousers
FD pairs of giant earthworm leather trousers [4]
FD knuckle worm leather trousers
FD cave fish leather trousers
FD pairs of kiwi leather trousers [4]
FD pairs of giant sparrow leather trousers [2]
FD white stork leather trousers
FD pairs of loon leather trousers [2]
FD pairs of kakapo leather trousers [2]
FD swan leather trousers
FD pairs of giant wren leather trousers [5]
FD osprey leather trousers
FD pairs of emu leather trousers
FD pairs of emu leather trousers
meat
fish
                                                                                      1259
raw fish
                                                                                     None
                                                                                      1555
egg
plants
                                                                                      6852
 prepared meals
                                                                                      857
cheese
powder
                                                                                      None
                                                                                      369
                                                                                     13892
912
drinks
 leaves
                                                                                     10658
 liquid
glob
                                                                                     1264
                                                                                     1128
184
seeds
weapons
ammunition
                                                                                      108
                                                                                      1171
armor
legwear
headwear
                                                                                      248
                                                                                      324
                                                                                                                                                        pairs of emu leather trousers [2] giant emu leather trousers
 handwear
                                                                                      1050
                                                                                      2334
footwear
                                                                                                                                              FD glant emu leather trousers
FD pairs of great horned owl leather trousers [2]
FD pairs of great horned owl man leather trousers [2]
FD pairs of giant great horned owl leather trousers [2]
                                                                                     149
113
shields/bucklers
backpacks
quivers
                                                                                      100
```

#### Elven food deliverers arrive!

```
A elven caravan from Lenicamela has arrived.
```

Thunk will trade all the foods! Thunk will also purchase loincloths and skirts to replace dangerous pants with!

Also animals, including a BEAR! Thunk will train the BEAR to kill Thunk's enemies!

Finally, Thunk validate Thunk's trade values! Thunk proving to world that speech impediment does not make Thunk bad bookkeeper!

```
1256
meat
fish
                            1256
                                                  fish
raw fish
                                                  raw fish
                                                                              None
                            1555
6865
                                                 egg
plants
                                                                              1555
                                                                              6865
plants
                                                  prepared meals
prepared meals
                                                  cheese
cheese
powder
                                                  powder
                                                  drinks
drinks
leaves
                                                  leaves
                                                  liauid
liquid
glob
                                                  glob
seeds
                                                  seeds
                 Before
                                                                      After
```

Food Traded by Thunk: 2725! Drinks Traded by Thunk: 1199!

Thunk made all this food by Thunk's self! (Thunk is being facetious of course. Thunk stands upon the shoulders of giants)

Title: Re: Breadbowl: a Succession Farm [42.06] - Need overseers! Apply within! Post by: Fleeting Frames on October 27, 2016, 08:14:31 am

- Hahahaha, oh monitor lizardsplosion.
- Ugh, refactoring labours. You're doing an important service, though autolabour or it's 43.05 improvement would seem quite tempting.
- Not sure how steel versus adamantine faces against most enemies I know there's an argument for steel over adamantine with undead, at least. At least it is lighter. And Kol can certainly wield a second, backup spear since spears always, always, always get stuck into enemies!
- Guided minecarts can't run people over. But, they can be dropped onto a ramp when interrupted and then hit people. In the face. Breaking the skull and blowing the mind.

- Hahahaha Oilybust and Peaklances, sitting in a tree, K-I-oh that's more than just kissing.

I guess forbidding pants is important if Breadbowl is to transistion to children-based fort.

- Elven caravan from Lenicamela? That a big site, near a desert?

Lots of cages, and on our side....Rhinoceros parchment roast ?!?!

What the actual China. We sell paper garbage as food now?

Uh, none of the food numbers changed in before and after pictures, only drinks.

## Title: Re: Breadbowl: a Succession Farm [42.06] - Need overseers! Apply within! Post by: TheFlame52 on October 27, 2016, 09:28:05 am

I love this update! That said, legendary growers are drafted because they had weapon skills and I didn't check their other skills.

Some things:

- If you're reorganizing the military, make sure everyone has the right weapons. I assigned specific weapon types per position using the uniforms.
- Grow less brewable plants and more cookable plants. I would have done that my turn but I didn't give a fuck.

# Title: Re: Breadbowl: a Succession Farm [42.06] - Need overseers! Apply within! Post by: Fleeting Frames on October 27, 2016, 09:49:52 am

I think all brewable plants are cookable both pre-and post- cooking, though I suppose there certainly can be workflow advantages into speccing into just dwarven syrup or quarry bushes, especially with the distance of stills from kitchens.

# Title: Re: Breadbowl: a Succession Farm [42.06] - Need overseers! Apply within! Post by: HMetal2001 on October 27, 2016, 10:23:36 am

Cassavas.

# Title: Re: Breadbowl: a Succession Farm [42.06] - Need overseers! Apply within! Post by: TheFlame52 on October 27, 2016, 11:55:16 am

Longland grass, rope reed, whip vine, sliver barb, the wheats, spelt, barely, buckwheat, oats, rye, sorghum, rice, maize, quinoa, kaniwa, the amaranths, the millets, fonio, and teff all can be brewed but not eaten or cooked.

Quote from: HMetal2001 on October 27, 2016, 10:23:36 am

Cassavas aren't.

They can be cooked but not eaten. There are a few plants like that, but they're fine because that's what we do with edible plants anyway. We cook them into roasts and sell them.

## Title: Re: Breadbowl: a Succession Farm [42.06] - Need overseers! Apply within! Post by: HMetal2001 on October 27, 2016, 04:27:57 pm

QuQuQuasar, how's Thunk? Is he still limbless?

"Well, I haven't seen him for some time. I went to sleep when the gobbos came, so I don't know.", says MetalHead183.

# Title: Re: Breadbowl: a Succession Farm [42.06] - Need overseers! Apply within! Post by: QuQuasar on October 27, 2016, 05:50:39 pm

Quote

Uh, none of the food numbers changed in before and after pictures, only drinks.

Yeah, it does that: that's why it's important to trade all meals. When this screenshot was taken I went to the trade depot and ordered all roast that had been created since I started transferring them sent to the depot, so my total prepared food trade was every meal in the fortress at that moment.

Quote

QuQuQuasar, how's Thunk? Is he still limbless?

Pretty sure he's fine. The body parts are still yellow, but I think that's just scarring. He has no health problems and is happily sparring with axe and shield.

Alternatively, both arms are dead weight and he swings them via wild torso flailings.

# Title: Re: Breadbowl: a Succession Farm [42.06] - Need overseers! Apply within! Post by: Fleeting Frames on October 27, 2016, 09:29:53 pm

I guess I was wrong :<

Just have to brew them before cooking then, I guess, though not like the fort is about to fulfil the booze mandate.

# Title: Re: Breadbowl: a Succession Farm [42.06] - Need overseers! Apply within! Post by: Migrant on October 28, 2016, 08:47:43 am

Re: +wild boar parchment roast [17]+

I suggest we add this to the first page because this is weird.

# Title: Re: Breadbowl: a Succession Farm [42.06] - Need overseers! Apply within! Post by: taptap on October 28, 2016, 11:49:09 am

I might be interested in doing a turn, if FPS saving measures are allowed or implemented by thunk!

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: QuQuasar on October 31, 2016, 03:18:22 am

Breadbowl no attract migrants this season!

#### The fortress attracted no migrants this season.

Thunk disappointed in new king's lack of commitment in restoring Breadbowl to glory!

The elves still have room on their animals! Thunk demands we give them as many useless clothes as they can carry to take away from Breadbowl forever!

An orphan made a weapon rack out of lizard bits to commemorate the Great Lizard Cull of 251! Thunk is humbled!

Udil Akumbesmar, Orphan has created Ekirmoldath, a monitor lizard bone weapon rack?

Press Enter to close window—

FPS: 85 (16)oldath, "The Lucid Avalanche", a monitor lizard bone weapon rack

This is a monitor lizard bone weapon rack. All craftsdwarfship is of the highest quality. It is studded with steel, decorated with water buffalo leather and encircled with bands of oval rock salt cabochons. This object is adorned with hanging rings of cave spider silk and menaces with spikes of monitor lizard bone, steel and date palm wood.

On the item is an image of Fiya Searederase the goblin and Adela Yellsgrowl the Molten Storm is an image of Fiya Searederase to the killing of the goblin Fiya Searederase by the elf Adela Yellsgrowl the Molten Storm in The Round Gulf in the early autumn of 248 during Etosp Slaz, "The Siege of Splattering".

On the item is an image of a circle in kumquat wood.

Though Thunk is slightly confused why the artifact details tales of elvish heroism and not tales of Thunk! Thunk feels uncomfortable with this! Thunk may have to confront Thunk's internalized racism!

Thunk's first minecart system is complete! Food and drink can now be carted from Food Cellar to Trade Depot!



Thunk does not have enough haulers to make the system work at the moment! Thunk is future-proofing Breadbowl for future glory! Future Breadbowl will thank Thunk! In the future!

Speaking of not-enough-haulers, Thunk should maybe consider designating at least a few before all the new food rots in the kitchen.



THUNK DID NOT CONSIDER THE POTENTIAL NEGATIVES OF PUTTING ALL DWARVES ON PRODUCTION TASKS!

Thunk installs hatches and doors leading to lower tunnels, then locks them! Thunk declares lower Breadbowl off limits from now on! Dwarves have no reason to go there and get lost anymore!

**OOC:** I'm gradually implementing FPS fixes, but so far nothing's really made a dent. Hovering at 13fps, with occasional spikes up to 18.

Thunk discovers source of annoying ambient noise that has been bothering Thunk for years! Thunk orders water reactor deactivation lever installed and pulled!

**OOC**: Screenshot missing - the reactor was disabled, but the water wheels were still producing power for some reason.

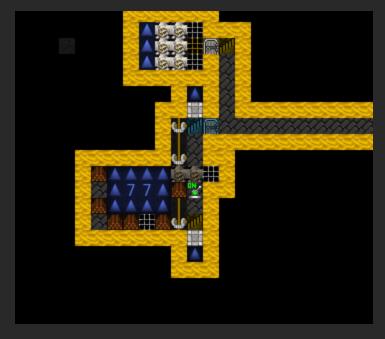
Oh no! Screw pump is shut off, but water reactor is still running and producing power! Reactor has gone critical! Breadbowl is seconds away from a complete meltdown, killing us all and causing untold ecological devastation when it releases millions of Urists of water into the environment!

EARTH! FIRE! WIND! WATER! THUNK! WITH THUNKS POWERS COMBINED, THUNK MUST SAVE THE PLANET! THUNK CHAAAARRRRGE!

[HACK]

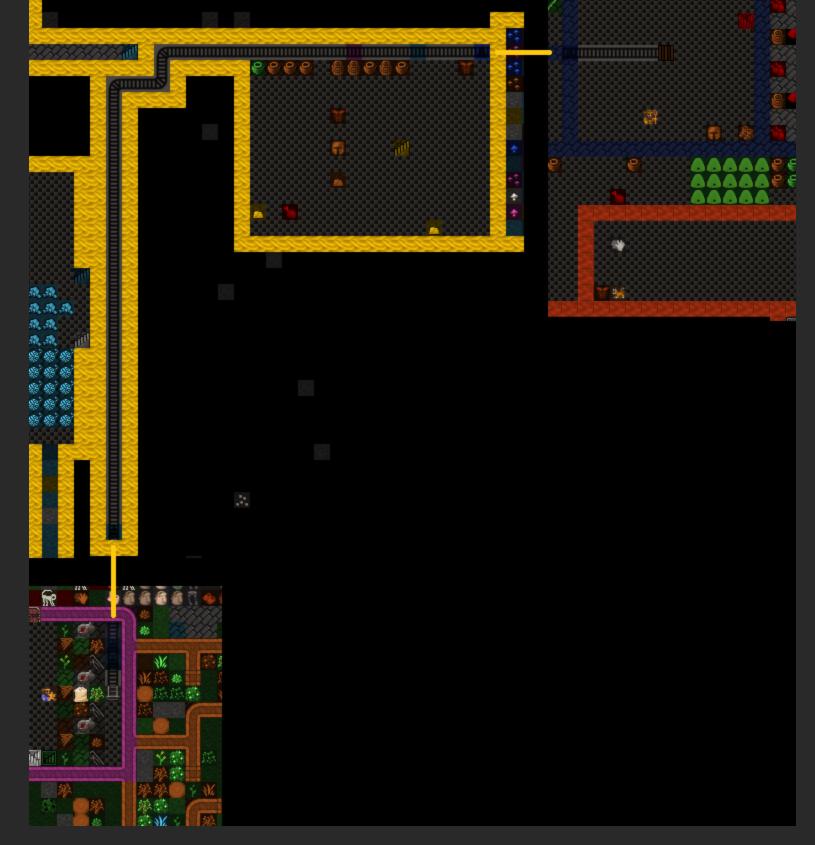
[CRASH]

[BASH]



Quick thinking by Thunk prevented complete meltdown and saved citizens of Breadbowl! Thunk environmental hero now!

Thunk imagines Thunk is receiving adoring praise from citizens of Breadbowl behind Thunks back, because they're certainly not praising Thunk to Thunk's face.



As summer arrives, Thunk is now focusing on refuse control! Thunk hopes to clean up Breadbowl before the smell of flesh rotting in the summer heat makes Thunk puke!

Thunk confident Thunk can achieve Thunk's goals efficiently so long as Thunk keeps a calm and level head and remembers not to do anything to generate new refuse!



THUNK WILL KILL YOU ALL AND FORNICATE WITH YOUR FACIAL ORIFICES!

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: QuQuasar on October 31, 2016, 04:00:09 am

**OOC:** Holy carp...



There are 138 of them all up, including ogres.

There are **13** of us, including rookies. **6** of us are legendary ('Kol', 'Gordak', 'Big Sibrek', 'Techno', 'Metalhead 183' and 'Thunk'), **5** are raw recruits, and the remaining **2** are somewhere in between.

We might actually lose this...

(Edit) We also have a backup squad of 5 useful civilian dwarves who happen to also have military skills. My plan is to put them on standby just behind the barracks in case things start to go badly for the main group of defenders.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Fleeting Frames on October 31, 2016, 04:33:07 am

Hm, 23 enemies to slaughter per legendary dwarf.....I think they might tire out and get skulls punched in if charging all of them. Fair few ways to deal with it, how are you going to handle this?

I personally would seal and install some minecart bouncers on the fly then lead the army into it, but I'm not as great a fan of military as Breadbowl fortress is (though it still has fair few passive and point defences), assuming I wouldn't nope out of the mess the long-term succession fort is :P

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Imic on October 31, 2016, 04:36:49 am

Amcestors help us...
... Ancestors help us all...

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Fleeting Frames on October 31, 2016, 05:00:12 am

Oh wait I missed an update. \*reads\*

Yeah, that king sucks, but the old nets isn't in a great state. If the goblins would conquer us, perhaps they'd feed us instead? What's with them not needing to eat themselves.

A weapon rack? Okay. Stick it outside main gate perhaps.

Oh so those are minecarts. I thought they were keys or amulets. Nice to see it has gotten started - perhaps consider multiple stops so that thing is ever not loaded from more than 3 workshops away, but great improvements already.

Nice breadbowl air. The miasma, slightly more harmful than the hill of death's vapours. And here's more refuse.

Mm, bugged water wheels. Neat and fps-efficient, maybe? Dunno....I know that the sea boiling away is one of the fps drains of summer.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: TheFlame52 on October 31, 2016, 09:16:28 am

KEEP EVERYONE BEHIND THE TRAPS IF YOU VALUE YOUR LIFE

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Sanctume on October 31, 2016, 09:46:27 am

Are the walls/moats really that unsecured? Do we still have the 4 raising bridges, that splits their paths into manageable fights? Just need to slaughter 70 and the rest should run away. Ogres are just annoying with their cloth cloaks of deflection.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: HMetal2001 on October 31, 2016, 12:21:00 pm

Post the combat log when you're the siege is done please, Quasar?

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: luneya on October 31, 2016, 01:48:49 pm

I'm pretty sure we still have the raising bridges; they were in working order during my tenure, and I can't imagine any way they'd have been screwed up. But with the kind of labor shortage Breadbowl has, there's no guarantee that "pull lever" commands will be executed in time to keep us safe.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Sanctume on October 31, 2016, 01:52:31 pm

Back in my days, I created a burrow for Duke Gwolfski that included the levers, and pretty much had them pulled on demand until he went to get a drink, at which point, I assigned he nearest dwarf (Brassroast).

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: QuQuasar on November 01, 2016, 03:17:12 am

Thunk gets drawbridges closed quickly to draw goblins to barracks!



Thunk will use tried and true Breadbowl strategy of luring goblins into barracks and hitting them with sharp and/or heavy pieces of metal until they are dead!

"THUNK IS READY! THUNK WILL DESTROY BREADBOWL'S ENEMIES!"

'Thunk' Mismafol Sarek Nir, Thunk Sleep

"... after Thunk takes a brief nap. Wake Thunk up when they get here."

"Wait, what? Now?"

"Actually, you know what? I need a drink. Hold the fort while I'm gone."

"Metalhead, no! You can't just..."

"Oh hey, that reminds me, I need a new sock. So, you know... brb."

"Oh come on Big Sibrek, you're the commander, you can't leave! Get back here you assholes! You absolute assholes!"

In the sudden silence, **Rovod**, **Kol** and **Gordak** stared at each other.

"... well crud."

**OOC:** So, first lesson I learned today: give the militia a Station order as soon as the goblins arrive. Do not let them continue training and expect them to still be there when you get back.

Cowardly pricks.



"Hey guys, need some backup slash goblin fodder?"

"Techno!" said Kol, obviously relieved, as the trainee squads captain entered the barracks ahead of several raw and nervous looking recruits. "Thank Armok."

"Hang on, where is everyone else?"

"They-"

"ROOOAAARR!" [SHING] \*SPLACK!\*

The (silver scimitar) strikes the ogress in the upper body, but the attack is deflected by the ogress's ({large cave spider silk robe})!
The ogress scrambles away from The spinning (silver war hammer)!
The (copper whip) strikes the ogress in the head, bruising the muscle, jamming the skull through the brain and tearing the brain!

The ogress has been knocked unconscious!

"- nevermind! That sounds like the door bell! Everyone hold position, they're coming in!"

## [SHING] \*SPLURK\* [CRUNCH]



"Dammit, that sounds like another trap jammed. They're nearly through."

"Hold position, Rovod."

"But they're about going to get in! We should take the fight to them!"

"I SAID HOLD POSITION, RECRUIT OILYBUST!"

[awkward silence]

"Wait, your name is-"

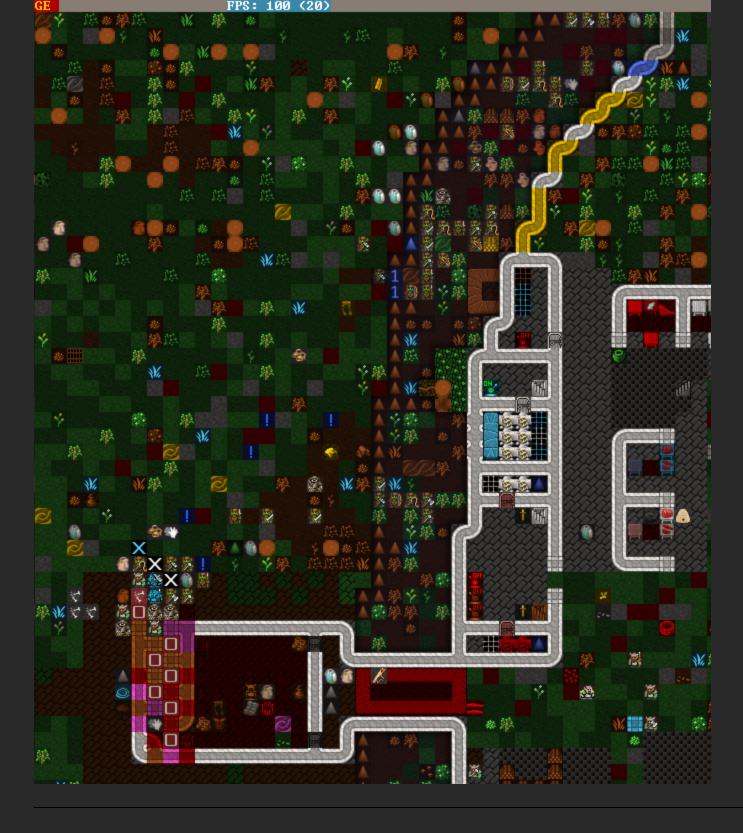
"CHAARRRGE!"



"Shit! Alright, everyone in! Let's crack some skulls!"



**OOC:** Second lesson I learned: it's impossible to keep dwarves away from a fight. Nice try with the staggered trap corridor, whoever designed that, but once they see the first ogre all bets are off and all you can do is cross your fingers and charge.



Rovod Oilybust was the first to fall. She was a skilled axedwarf, but after she was lifted bodily and thrown into Kol by an ogre, she was easily prey to goblin lashes.

```
Rovod Uzolablel, Axedwarf: Death... I am not upset by this.
The ogress misses the axedwarf!
The ogre jumps out of the axedwarf's flight path!
The Spearmaster slams into the axedwarf!
The axedwarf's right upper arm skids along the ground, but it is deflected by the axedwarf's misses the axedwarf!
The goblin lasher misses the axedwarf!
The axedwarf's right hand skids along the ground, but it is deflected by the axedwarf's (steel right gauntlet)!
The goblin lasher misses the axedwarf!
The axedwarf stands up.
The axedwarf stands up.
The axedwarf attacks the goblin lasher but He jumps away!
The goblin lasher lashes the axedwarf in the right foot with his ((copper scourge)), fracturing the bone through the (cave spider silk sandal)!
The axedwarf gives in to pain.
The goblin lasher lashes the axedwarf in the head with his ((copper scourge)) and the injured part is cloven asunder!
An artery has been opened by the attack!
```

Next to fall were Goden and Rigoth, both raw recruits, and both seeing combat for the first time.

```
Goden Lolokuutram. Wrestler: Our time in The Dimension of Visions is so brief... This does not scare me. The wrestler hacks the goblin spaeman in the head with her Thunenabod Bokbon Tathtak and the severed part sails off in an arc! The wrestler strikes at the goblin lasher but the shot is blocked with the ((iron shield))?

Goden Lolokuutram, Wrestler: Death... I am not upset by this. The goblin lasher lashes the wrestler in the right lower leg with his ((copper scourge)), chipping the bone through the (steel greaves)! The wrestler gives in to pain. The wrestler gives in to pain. The wrestler in the head with his ((copper scourge)), bruising the skin through the -steel helm-!

The goblin lasher lashes the wrestler in the head with his ((copper scourge)), bruising the muscle and fracturing the skull through the -steel helm-!

The goblin lasher lashes the wrestler in the head with his ((copper scourge)), bruising the muscle and fracturing the skull through the -steel helm-!

The goblin lasher lashes the wrestler in the head with his ((copper scourge)), bruising the muscle and fracturing the skull through the -steel helm-!

The goblin lasher lashes the wrestler in the head with his ((copper scourge)), bruising the muscle and fracturing the skull through the -steel helm-!

The goblin lasher lashes the wrestler in the head with his ((copper scourge)), bruising the muscle and fracturing the skull through the -steel helm-!

The goblin lasher lashes the wrestler in the head with his ((copper scourge)), bruising the muscle and fracturing the skull through the -steel helm-!

The goblin lasher lashes the wrestler in the head with his ((copper scourge)), bruising the muscle and fracturing the skull through the -steel helm-!

The goblin lasher lashes the wrestler in the head with his ((copper scourge)), bruising the muscle and fracturing the skull through the -steel helm-!

The goblin lasher lashes the wrestler in the head with his ((copper scourge)), bruising the wrestler in the left lover leg with her cannot he wrestler in
```

Seeing his companions falling left, right and center, the only rookie left on the field narrowed his eyes and dove into the fray.

```
Rovod Uzolablel, Axedwarf has been found dead.
Rigoth Ngalakoltar, Wrestler has been found dead.
Goden Lolokvutram, Wrestler has been found dead.
→Feb Idosgeshud, Wrestler has entered a martial trance!
```

wind, let alone a goblin siege.

"Ahahahah! I love you guys! You're my best bro's!"

"Techno what are you... are you drunk?!"



"I feel so gooooood what noooo I'm not druuuunk I've only had a few."

"Dammit Techno, being drunk doesn't make you fight better!"

→'Techno' Zonbal Tarem Nunok, militia captain has entered a martial trance!

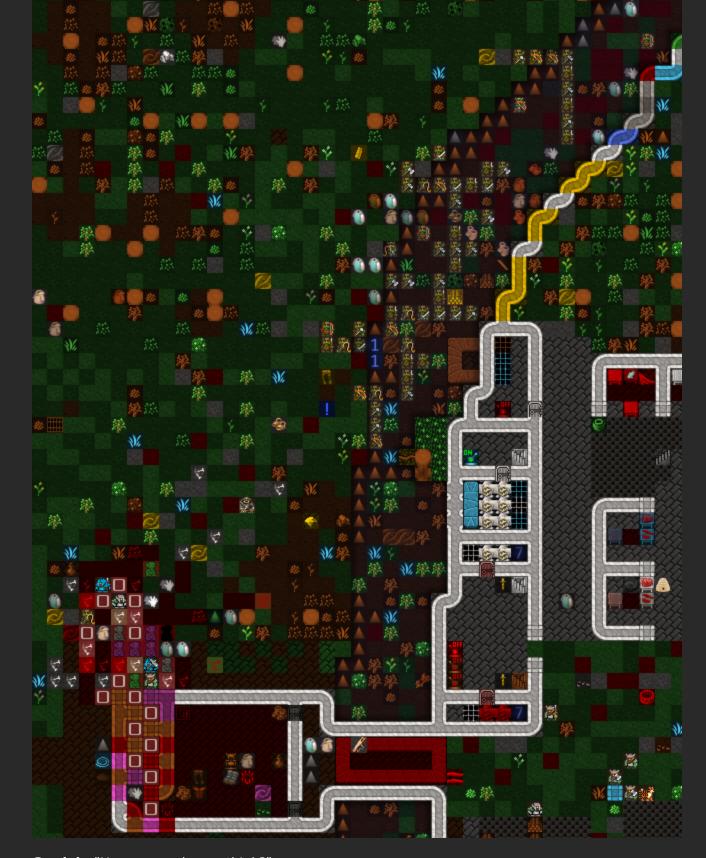
"Oh. Well... huh. I guess I stand corrected."

Techno, Kol, Feb and Gordak stand alone in a field of goblin bodies. Somewhere under the dead greenskins lie 3 dwarves, but the 4 living don't have time to grieve.

**Feb:** [pant] [pant] "Is... is that it? Is it over? Is the horror over?"

Kol: "Nope. On your feet, rookie, those were just the front runners. Now the real fight begins."

Feb: "Oh. Great. Well, okay then."



Gordak: "How many, do you think?"

**Techno:** "Not sure. They're bunched up, so it's hard to say. Around ninety... maybe a hundred."

Kol: "Well, I guess that means we outnumber them 1 to 25. Let's not keep them waiting, eh? You want to do the honors rookie?"

Feb: "Right." [deep breath] "CHAAAARRRRGGGE!"



Feb was the next to die, but not without taking more than a few goblins with him. The cruel beasts were not merciful to the poor kid. They made sure he died in pain.

```
(Givon war hammer)), bruising the muscle through the (cave spider silk sandal)!
The goblin svordsman strikes at the wrestler but the shot is easily parried by the *Extel spear*!
The wrestler misses the goblin swordsman!
The goblin spearman stabs the wrestler in the left foot with her ((copper spears)), tearing the muscle through the (troll fur shoe)!
R sensory nerve has been severed!
The wrestler falls over.
The goblin svordsman slashes the wrestler in the upper body with her ((copper two-handed sword)), but the attack is deflected by the wrestler's firon breastplates!
The goblin hammerman bashes the wrestler in the left foot with her ((iron war hanmer)), fracturing the bone through the (troll fur shoe)!
The wrestler attacks the goblin hammerman but She jumps away!
The goblin swordsman stabs the wrestler in the right upper leg with her ((copper two-handed sword)), but the attack is deflected by the wrestler's (steel greaves)!
The goblin spearman stabs the wrestler in the left foot with her ((copper spear)), tearing apart the muscle through the (troll fur shoe)!
The goblin spearman stabs the wrestler in the right foot with her ((copper spear)), tearing apart the muscle through the (troll fur shoe)!
The goblin hammerman bashes the wrestler in the right ankle's muscle and shattering the right ankle's hone!
The goblin hammerman bashes the wrestler in the lead with her ((copper two-handed sword)), but the attack is deflected by the wrestler's -steel helm-!
The goblin spearman pulls on the embedded ((copper spear)).
The goblin spearman pulls on the embedded by the wrestler's -steel helm-!
The goblin spearman stabs the wrestler in the head with her ((copper spear)), bruising the muscle and fracturing the skull through the -steel helm-!
The goblin hammerman bashes the wrestler in the head with her ((copper spear)), bruising the muscle and fracturing the skull through the -steel helm-!
The goblin hammerman bashes the wrestler in the head with her ((copper two-handed sword)), but the attack is deflected by the wrestler's
```

Back inside, Dirk fell to her knee's, her stomach tightening in grief at the sound of a loud, long scream from outside the walls. It should not have been possible to distinguish her sons wails from the rest, but somehow she knew.

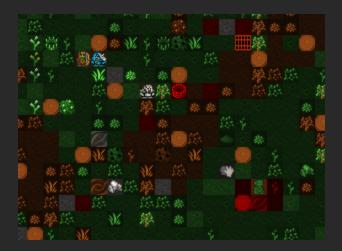
The battle raged on and on. Eventually, a legendary dwarf fell to the ground, but not from goblin weapons: Techno collapsed from overexertion.

Luckily for her, Kol and Gordak had control of the fight by this stage. Despite their tiredness, they managed to to push the fight away from their friend.



It took some time for Techno to rouse, by which stage the siege was dwindling and reinforcements were on the way in the form of Metalhead 183 and Tonnot.

But the hero's of the day weren't about to let some johnny-come-lately's muscle in on their glorious battle, however. Techno and Gordak fought hard to break the siege before anyone else could arrive, charging into the forest to hunt down the bowmen who had been taking potshots into the melee the entire time.



It was hardly a fair fight: even on the last ounce of their strength, either one of them was more than a match for 10 bowgoblins. Meanwhile, Kol put Kastoltegir through the last ogre.

```
The militia captain hacks the goblin bowman in the right lower arm with her Akimzar, tearing apart the muscle through the ((muskox leather robe))?

Many nerves have been severed?
The militia captain charges at the goblin bowman?
The goblin bowman looks surprised by the ferocity of The militia captain's onslaught?
The militia captain collides with the goblin bowman?
The goblin bowman is knocked over and tumbles backward?
The goblin bowman loses hold of the ((troll fur shoe)).
The goblin bowman loses hold of the ((troll fur shoe)).
The militia captain hacks the goblin bowman in the left foot with her Akimzar and the severed part sails off in an arc?
The Hammer Lord bashes the goblin bowman in the left upper leg with his weilver war hammer, chipping the bone through the ((giant cave spider silk trousers))?
The goblin bowman gives in to pain.
The goblin bowman gives in to pain.
The goblin bowman loses hold of the ((troll fur left glove)).
The militia captain hacks the goblin bowman in the left upper arm with her Akimzar and the severed part sails off in an arc?
The Hammer Lord bashes the goblin bowman in the head with his weilver war hammer, bruising the muscle, jamming the skull through the brain and tearing the brain?
```

```
The ogre charges at the Spearmaster!
The ogre collides with the Spearmaster!
The Spearmaster is knocked over and tumbles backward!
The Spearmaster is knocked over and tumbles backward!
The Spearmaster stabs the ogre in the lower body with his Kastoltegir, bruising the muscle through the (Clarge panda leather robe)!
The ogre misses the Spearmaster!
The Spearmaster stabs the ogre in the left lower leg with his Kastoltegir, bruising the fat through the (Clarge panda leather robe)!
The ogre misses the Spearmaster!
The Spearmaster stabs the ogre in the left hand with his Kastoltegir, chipping the bone through the (Clarge naked mole dog leather left glove)!
A ligament has been torn and a tendon has been torn!
The Kastoltegir has lodged firmly in the wound!
The Spearmaster pulls on the embedded Kastoltegir.
The Spearmaster stabs the ogre in the head with his Kastoltegir, tearing the muscle and chipping the skull!
A tendon in the skull has been torn!
The Kastoltegir has lodged firmly in the wound!
The Spearmaster stabs the ogre in the head with his Kastoltegir, tearing the Spearmaster stabs the ogre in the head with his Kastoltegir, tearing the muscle, chipping the skull and tearing the brain!
A tendon in the skull has been torn!

The Kastoltegir has lodged firmly in the wound!
```

Surprisingly, the fight never quite became a route. I have to give credit to the Hell of Emancipating goblins: they kept fighting to the last.

And then, finally, when the last goblin was dead...



"THUNK WELL RESTED AND READY TO DEFEND BREADBOWL! WHERE ARE GOBLINS? WHERE IS THUNKS AXE?! LET THUNK AT THEM!"

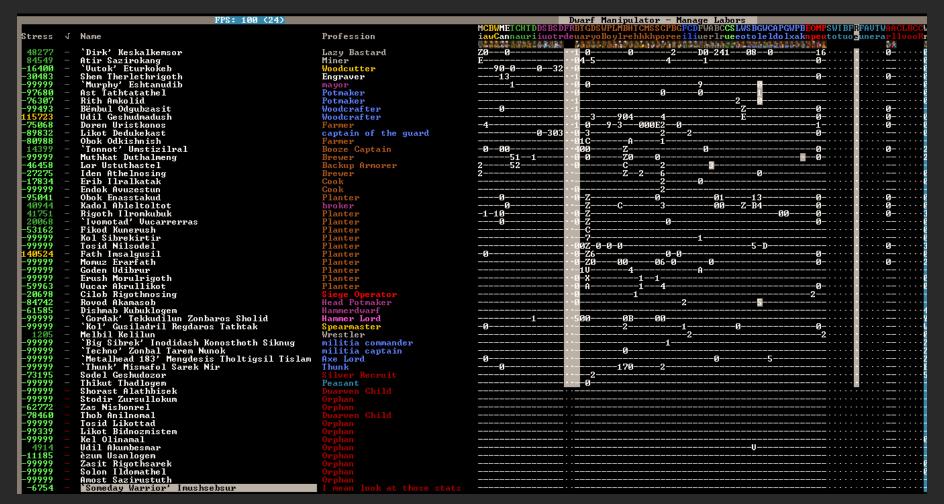
The hero's of the day all got rather significant titles for this days work, although Gordak already had his before the battle started:



#### Kill counts:

Techno (8 notable, 44 other), Kol (6 notable, 93 other) Gordak (18 notable, 78 other).

Thunk proud of fellow militia dwarves and also annoyed Thunk not get to thunk any goblins, but no time to rest! Thunk doesn't care what you did before, Thunk put everyone on cleanup duty! Thunk sick of the smell of Breadbowl summers!



Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Fleeting Frames on November 01, 2016, 04:01:14 am

\*looks at Thunks bridging plans\*

The fortress will lose it's warriors, won't it?

\*looks at milita disobeying\*

And like that, the forces have been cut in half.

Heh. Fighting on top of traps. You dodge, you die. You don't dodge, you also die.

...Oh boy they're all still clumped together.

Martial trances, the advantage of the outnumbered.

Not enough of a boost for raw recruit, though.

I take they didn't want to station back in?

Feb the wrestler? Wait, fighting unarmed? The poor dead fool.

And...That went well. No legendary dwarves died, after all!

#### Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Imic on November 01, 2016, 04:24:41 am

96 kills, wow! I hope to get that to 100 some day. Also, Gordak pickhailed the helmed funeral of clutches?! So, I'm a funeral with a helmet. Makes sense.

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: HMetal2001 on November 01, 2016, 07:56:18 am

This is the second time MetalHead183 has slept away from a fight. Probably something to do with Ongul.

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: TheFlame52 on November 01, 2016, 04:05:50 pm

Nice update.

Quote from: QuQuasar on November 01, 2016, 03:17:12 am

Kol (6 notable, 93 other)

Send Kol to go kill something so he can have a hundred kills.

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: Sanctume on November 02, 2016, 09:28:47 am

Dirk now has a reason to go to full time militia. With steel/candy pick, it's time to learn some discipline and dodging.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: QuQuasar on November 03, 2016, 02:46:25 am

Thunk and friends not doing militia work anymore! Thunk cleans up corpses to show community spirit! Thunk helping!

... Thunk immediately regrets this decision! Goblins are gross, especially when they're dead!

Human couriers arrive to take Thunk's food to King! Thank Armok! Thunk can show community spirit without touching goblins!

Thunk certain King will be very impressed with Thunk's productivity! Every dwarf participates in trade hauling to get rid of all of previous overseers surplus of drink!

Human Guild representative also arrive! Thunk used to goblin diplomats from the Kingdom of Colours, but it still creep Thunk out! Thunk is worried Thunk might be racist!

The broker Kadol Ableltoltot meets with the Gobln Gld Rprsnttv Hj Irntdcp Heju Irnatdacap: On behalf of the Merchants' Guild, let me extend greetings to your people. There is much to discuss. The world is the same as ever.

| ь                                      |                                                                                                              | Trade Agreement | with Beha | l Rusna |                                                                              |                                                              | _ |
|----------------------------------------|--------------------------------------------------------------------------------------------------------------|-----------------|-----------|---------|------------------------------------------------------------------------------|--------------------------------------------------------------|---|
| Go                                     | od                                                                                                           |                 |           |         | Price                                                                        | Priority                                                     |   |
| bl<br>to<br>th<br>ar<br>ta<br>ha<br>ch | ndows<br>.ocks<br>ys<br>ys<br>read<br>mor<br>.nned hides<br>.ndwear<br>leese<br>rields/bucklers<br>.rge gems |                 |           |         | 123x<br>171x<br>129x<br>178x<br>128x<br>129x<br>142x<br>211x<br>133x<br>178x | 10!<br>10!<br>10!<br>10!<br>10!<br>-10!-<br>10!<br>10!<br>10 |   |

Heju Irnatdacap: Again on behalf of the Merchants' Guild, let me bid farewell to you and your stout dwarves.

Kadol orders lots of barrels and pots for next year in anticipation of glorious revival of Breadbowl's productivity by Thunk!

Thunk see great birdie in caverns!

Thunk want to kill great birdie and make caverns safe again, but Thunk does not know what birdie's poison would do to dwarves! Thunk expects caverns are sealed off, so Thunk can postpone inevitable fight!

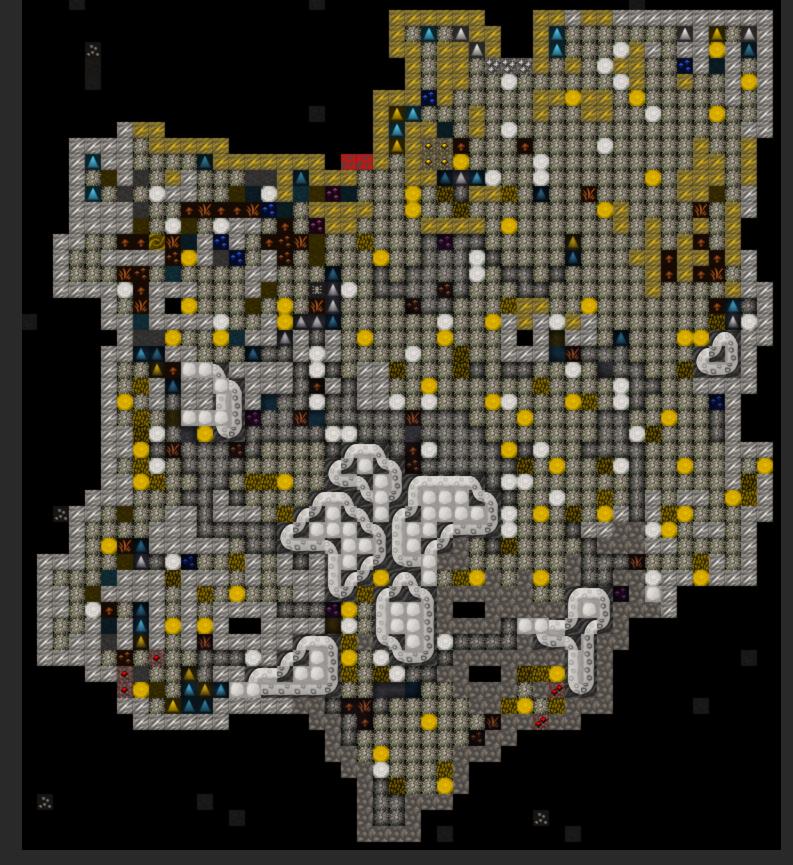
But Thunk is a conscientious Thunk, so Thunk examines borders of fortress to ensure that there isn't...



... AN ENTRANCE! PANIC! Birdie can get in and kill dwarves! Thunk and friends will station Thunkselves in front of entrance to caverns, while Thunk gets civilians to plug hole!



Thunk got lucky! Birdie did not want to come in and fight Thunk, so it explored the caverns more, giving Thunk time to get hole plugged! It now stalks the spiderpits of the northern caverns!



Wait, why do we have spiderpits? Tell Thunk! Tell Thunk now!

Thunk happy to return to carting barrels to Trade depot!



OH NO THUNK WAS WRONG! Thunk thought pond in front of forbidden door was sealed from above! Thunk regret's Thunk's assumptions!



Thunk tries to use same tactic as before to seal entrance! Thunk is lucky birdie is trying to destroy iron door, even though iron door is stuck open and birdie could just come in.



Thunk saved Breadbowl again! Yay! Thunk good at this overseering stuff!

Kadol makes trade on Thunk's behalf! Thunk very happy with quota's, but Thunk must acknowledge that previous overseer did not trade away booze, which is inflating Thunk's numbers!

| meat           | 191    | 228 |
|----------------|--------|-----|
| fish           | None   | 200 |
| raw fish       | None   |     |
| egg            | 1478   |     |
| plants         | 6312   | 213 |
| prepared meals | 390    | 761 |
| cheese         | None   |     |
| powder         | 433    | 144 |
| drinks         | 13240? | 375 |
| leaves         | 818    | 190 |
| liquid         | 10690? | 397 |
| glob           | 1862   |     |
| seeds          | 1339   | 327 |
|                |        |     |

| meat<br>fish     |       |              | 228<br>200    |
|------------------|-------|--------------|---------------|
| raw fish         |       | None         |               |
| egg<br>plants    |       | 1478<br>6312 | 213           |
| prepared         | meals | 82<br>None   | 1069          |
| cheese<br>powder |       | 433          | 144           |
| drinks<br>leaves |       |              | 13370?<br>190 |
| liquid           |       | 10690?       |               |
| glob<br>seeds    |       | 1862<br>1339 | 327           |

### Traded (by Thunk!):

Food: 1,151 Booze: 12,995

Humans are leaving! That means Thunk has to go back to touching goblins! Thunk regrets everything!

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Fleeting Frames on November 03, 2016, 03:28:23 am

Hm, all the surplus was removed? Neat. Go minecarts!

There's still an entrance XD

Breadbowl doesn't mean to run always-open caverns, but does so nonetheless.

\*looks at the spiderpits\*

## I have a modest proposal:

Inititate catsplosion in the caverns, to prevent the 1000 webs produced per year or so. They'll also trample the webs really, really, slowly, so that might help fps too.

It's modest because all you need to do is toss 2 cats inside without FB present.

13k booze. OKay, new record! Done by leaving several trades off, but still:)

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: TheFlame52 on November 03, 2016, 12:01:31 pm

SO THAT'S HOW THAT VOMIT BEAST GOT IN DURING MY TURN

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: HMetal2001 on November 03, 2016, 12:10:50 pm

AND THAT'S HOW LUNEYA GOT ONGUL

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Sanctume on November 03, 2016, 12:52:36 pm

This is why you flood the fortress from the top down to see if there are leaks to the cavern!

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Fleeting Frames on November 03, 2016, 01:21:30 pm

That's going to make an incalculably amazing mess.

It'd be easier to seal up the caverns.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: luneya on November 03, 2016, 06:35:49 pm

I plugged up the leaks that were responsible for the loose FBs I saw during my turn. But I'm certainly not surprised that there are other vulnerabilities that I didn't find. The lower levels of Breadbowl are a mess.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: QuQuasar on November 11, 2016, 11:45:50 pm

Thunk curious about eternal fire in incinerator! Someone tells Thunk that incinerator is made from the flames of an ancient forgotten beast!



This is a very dwarven thing, kiling an ancient terrible flame demon from the deepest places of the world and then using it to incinerate garbage! Thunk is proud of Breadbowl!

Many dwarves are growing to working age! Thunk welcomes some to the workforce and others to the militia!

Shorast Alathbisek has grown to become a Peasant.

Stodir Zursullokum has grown to become a Orphan.

Zas Nishonrel has grown to become a Orphan. Thob Anilnomal has grown to become a Peasant.

Tosid Likottad has grown to become a Orphan.

Likot Bidnozmistem has grown to become a Orphan.

Kel Olinamal has grown to become a Orphan.

Children that join military go on to be great heroes like Thunk! They are still a little immature, but Thunks wishes them well!



Thunk sick of touching goblin clothes! Thunk has a new dumping tower built for post-siege cleanup!



Dwarven Caravan is here! Thunk trades all the things!

|                          |               | 14.4              |                          |               | 1* *              |
|--------------------------|---------------|-------------------|--------------------------|---------------|-------------------|
| meat<br>fish             | 270<br>None   | <b>524</b><br>225 | meat<br>fish             | 270<br>None   | <b>524</b><br>225 |
| raw fish<br>egg          | None<br>1507  |                   | raw fish<br>egg          | None<br>1507  |                   |
| plants<br>prepared meals | 6200<br>61    | 273<br>148        | plants<br>prepared meals | 6200<br>61    | 273<br>148        |
| cheese<br>powder         | None<br>323   |                   | cheese<br>powder         | None<br>323   |                   |
| drinks<br>leaves         | 728<br>781    | 425<br>260        | drinks<br>leaves         | 254<br>781    | 899<br>260        |
| liquid<br>glob           | 10677<br>2016 | 313               | liquid<br>glob           | 10677<br>2016 | 313               |
| seeds                    | 1380          | 284               | seeds                    | 1380          | 284               |

Food Traded BY THUNK!: 201 Drink Traded BY THUNK!: 474

Thunk finally got rid of stale surplus left by previous overseer! This food all Thunk's doing! Thunk is extremely proud of it and thinks King will be very impressed!

| (passion fruit wine Barrel (apple wood)) (rice beer Barrel (hazel wood))                                                                                                                  | 36₩<br>20₩                             | 181<br>141                                                                                           | CT 1       |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------|------------------------------------------------------------------------------------------------------|------------|
| (rice beer Barrel (willow))                                                                                                                                                               | 20₩                                    | 10C                                                                                                  | [T]        |
| («+river spirits Barrel (coffee wood)+»)                                                                                                                                                  | 42*                                    | 14[                                                                                                  | [T]        |
| (+rye beer Barrel (desert lime wood)+)                                                                                                                                                    | 32*                                    | 12Г<br>16Г                                                                                           | [T]        |
| (+ <rrye (alder)="" barrel="" beer="">&gt;+)<br/>(cedar barrel)</rrye>                                                                                                                    | 339*<br>10*                            | 11r                                                                                                  | [T]        |
| (-kumquat wood barrel-)                                                                                                                                                                   | 20*                                    | 12r                                                                                                  | ίτί        |
| (-rye beer Barrel (maple)-)                                                                                                                                                               | 38₩                                    | 12Г<br>15Г                                                                                           | [T]        |
| (-barley wine Barrel (larch)-)                                                                                                                                                            | 36₩                                    | 15C                                                                                                  | [T]        |
| («-river spirits Barrel (pine)-»)                                                                                                                                                         | 73*                                    | 12Г<br>10Г                                                                                           | [T]<br>[T] |
| ≡fisher berry roast [9]≡<br>Enrickle berry roast [13]≡                                                                                                                                    | 756*<br>936*<br>544*<br>602*           | 150<br>90<br>80<br>150<br>150<br>130                                                                 | ĊŤÍ        |
| <pre>≡prickle berry roast [13]≡ *prickle berry roast [8]*</pre>                                                                                                                           | 544×                                   | -9r                                                                                                  | [T]        |
| ≡fisher berry roast [7]≡<br>≡potato plant roast [13]≡                                                                                                                                     | 602×                                   | 86                                                                                                   | [T]        |
| =potato plant roast [13]=                                                                                                                                                                 | 1534®                                  | 151                                                                                                  | [T]<br>[T] |
| =prickle berry roast [11]= *prickle berry roast [6]* =prickle berry roast [13]= *prickle berry roast [6]*                                                                                 | 396×                                   | 77                                                                                                   | TT 1       |
| ≡prickle berry roast [13]≡                                                                                                                                                                | 1040*                                  | 15F                                                                                                  | [T]        |
| *prickle berry roast [6]*                                                                                                                                                                 | 312*<br>962*                           | 70                                                                                                   | [T]        |
| *nPICKIE DEPPU POAST 1131*                                                                                                                                                                | 762W                                   | 151                                                                                                  |            |
| Erat weed roast [11]≡<br>Efisher berry roast [17]≡                                                                                                                                        | 594*<br>1666*                          | 200                                                                                                  | įτi        |
| *fisher berry roast [11]* *prickle berry roast [5]*                                                                                                                                       | 748*<br>210*                           | 131                                                                                                  | [T]        |
| *prickle berry roast [5]*                                                                                                                                                                 | 210×                                   | 60                                                                                                   | [T]        |
|                                                                                                                                                                                           | 33555555555555555555555555555555555555 | 15F<br>7FF<br>15F<br>15F<br>16F<br>17F<br>17F<br>17F<br>17F<br>17F<br>17F<br>17F<br>17F<br>17F<br>17 |            |
| llama's milk [5]                                                                                                                                                                          | 5×                                     | 16                                                                                                   | iti        |
| sheep's milk [5] llama's milk [5] reindeer's milk [5] goat's milk [5] two-humped camel's milk [5] alpaca's milk [5]                                                                       | 5₩                                     | īΓ                                                                                                   | ĒΤΊ        |
| goat's milk [5]                                                                                                                                                                           | 5*                                     | 1[                                                                                                   | [T]        |
| two-humped camel's milk [5]                                                                                                                                                               | 5 X                                    | 11.                                                                                                  | LTJ        |
| donkev's milk [5]                                                                                                                                                                         | 5×                                     | 뀨                                                                                                    | rri        |
| donkey's milk [5]<br>alpaca's milk [5]                                                                                                                                                    | 5×                                     | ÎΓ                                                                                                   | ĨĨĨ        |
| yak's milk [5]<br>llama's milk [5]                                                                                                                                                        | 5₩                                     | 1[                                                                                                   | [T]        |
| llama's milk [5]                                                                                                                                                                          | 5 X                                    | 11.                                                                                                  | LTJ        |
| donkey's milk [5]<br>pig's milk [5]                                                                                                                                                       | 5×                                     | 16                                                                                                   | iti        |
| donkey's milk [5]<br>yak's milk [5]                                                                                                                                                       | 5₩                                     | <u>1</u> Γ                                                                                           | [T]        |
| yak's milk [5]                                                                                                                                                                            | 5*                                     | 1[                                                                                                   | [T]        |
| two-humped camel's milk [5] cow's milk [5]                                                                                                                                                | 5 PR                                   | 11                                                                                                   |            |
| two-humped camel's milk L51                                                                                                                                                               | 5*                                     | īΓ                                                                                                   | ίŤΊ        |
| two-humped camel's milk [5]                                                                                                                                                               | 5₩                                     | 1                                                                                                    | ET 1       |
| llama's milk [5]                                                                                                                                                                          | 5*                                     | 1[                                                                                                   | [T]        |
| reindeer's milk [5]                                                                                                                                                                       | 708<br>708                             | 201                                                                                                  | 111        |
| <pre>-passion fruit wine pot (green glass, large)passion fruit wine pot (green glass, large)-</pre>                                                                                       | 54×                                    | 160                                                                                                  | ίŤΊ        |
| <pre>+passion fruit wine pot (green glass, large)+ +barley wine pot (green glass, large)+ *passion fruit wine pot (lychee wood, large)* passion fruit wine pot (green glass, large)</pre> | 100×                                   | 22Г                                                                                                  | [T]        |
| +barley wine pot (green glass, large)+                                                                                                                                                    | 90*                                    | 200                                                                                                  |            |
| mpassion fruit wine pot (Tychee Wood, Targe/m                                                                                                                                             | 1208<br>1208                           | 5 M L                                                                                                | ίťi        |
| -passion fruit wine pot (green glass, large)-                                                                                                                                             | 80×                                    | 221                                                                                                  | ĊŤÍ        |
| -passion fruit wine pot (green glass, large)-<br>+maize beer pot (green glass, large)+                                                                                                    | 100×                                   | 22Г                                                                                                  | [T]        |
| -passion fruit wine pot (green glass, large)-                                                                                                                                             | 80*                                    | 22[                                                                                                  | [T]        |
| -rice Deer pot (green glass, large)-                                                                                                                                                      | 78 PK                                  | 211                                                                                                  | ίτί        |
| -passion fruit wine pot (green glass, large)rice beer pot (green glass, large)- Epassion fruit wine pot (olive wood, large)E Epassion fruit wine pot (olive wood, large)E                 | 70×                                    | 717                                                                                                  | ĊŤÍ        |
| passion fruit wine pot (green glass, large)<br>*barley wine pot (lychee wood, large)*                                                                                                     | 48₩                                    | 191                                                                                                  | [T]        |
| *barley wine pot (lychee wood, large)*                                                                                                                                                    | 130×                                   | 75                                                                                                   | [T]        |
| *rye beer pot (green glass, large)*<br>Erye beer pot (citron wood, large)E                                                                                                                | 110R<br>708                            | 201<br>70                                                                                            | [T]<br>[T] |
| Ebarley wine pot (willow, large)≡                                                                                                                                                         | 96*                                    | 12Γ                                                                                                  | ίτί        |
| Ebarley wine pot (willow, large)≡<br>Ewhip wine pot (coconut palm, large)≡                                                                                                                | 74*                                    | 71                                                                                                   | CT 1       |
| *barley wine pot (kumquat wood, large)*<br>-large willow pot-                                                                                                                             | 54 <b>*</b>                            | 6 <u>C</u>                                                                                           | [T]        |
| -large willow pot-<br>passion fruit wine pot (green glass, large)                                                                                                                         | 20×                                    | 11'<br>170                                                                                           | [T]<br>[T] |
| -rice beer pot (green glass, large)-                                                                                                                                                      | 80×                                    | 221                                                                                                  | ίτί        |
| -rye beer pot (date palm wood, large)-                                                                                                                                                    | 48*                                    | 90                                                                                                   | ĨĨĵ        |
| *rice beer pot (green glass, large)*                                                                                                                                                      | 104*                                   | 18Г<br>16Г                                                                                           | [T]        |
| -barley wine pot (green glass, large)-                                                                                                                                                    | 56%                                    | 101                                                                                                  | [T]        |
|                                                                                                                                                                                           |                                        |                                                                                                      |            |

The Giantess Alotha Callquest the Climax of Fame has come!



A gigantic creature resembling a human, almost unparalleled in size.

Her quite sparse hair is extremely long. She is broad and fat. Her nose is upturned. She has high cheekbones, and she has a deeply recessed chin. Her head is very short. Her quite long eyebrows are low. Her lips are thin. Her nose bridge is somewhat concave. Her ears are somewhat narrow. Her hair is burnt sienna. Her skin is brown. Her eyes are dark olive.



THUNK WAS WRONG! Giantess is murdering Breadbowl's bee's! Thunk will save you, bee's! THUNK IS COMING!



Thunk has failed you, bee's! Thunk is sorry!



Thunk is disappointed by anticlimax. Thunk wanted to see giantess fight!

... Thunk has an idea!



Traders are leaving! Thunk is unsure now! Is it fair for Thunk to benefit from the surplus left by previous overseer? And then, is it fair for future overseer to benefit from Thunk's hard work?

Thunk has decided! Thunk will be 3 term overseer, and future overseers will start with the onset of winter! That way, trade quantities will be more representative of individual overseer's ability!

Thunk just have to finish a few things yet...

### Cilob Vucarurol, Ghostly Watcher has risen and is haunting the fortress!

A terrible spirit rose up and tried to scare Zas, but Zas kept his cool! Thunk very proud of Zas!

Givesnofuck' Nishonrel, "'Givesnofuck' Tradeexit", Orphan

He doesn't feel anything after being haunted by the dead.

Would that all 12 year old children could be as emotionally dead inside!

```
Thikut Thadlogem, Recruit
"Thikut Crowdpainted"

(cave spider silk sock), Left foot
(cave fish leather tunic), Upper body
(jute loincloth), Lover body
(giant earthworm leather left glove), Left hand
(cave spider silk shoe), Right foot
(carwadillo leather sandal), Left foot
(pond grabber leather waterskin), (cave fish leather
llirostath, Left hand
Myuava wood shieldw, Right hand
Myiron mail shirtw, Upper body
iron breastplate; Upper body
"goat leather backpack*, Upper body
"steel right gauntlet*, Right hand
steel helm; Head
(*steel left gauntlet*), Left hand

Kadol Ableltoltot, broker
"Kadol Bustravens"

rope reed thread, Sewn into Fourth toe, left foot
(giant cave spider silk right glove), Right hand
(trope reed left glove*), Left hand
(giant cave spider silk sock), Right foot
(grizzly bear leather tunic), Upper body
(cave spider silk sock), Left foot
(grizzly bear leather tunic), Upper body
(cave spider silk sock), Left foot
(giant dingo leather loincloth), Lower body

Lor Ustuthastel, Backup Armorer
"Lor Fenceallies"

(troll fur loincloth), Lower body

(giant cave spider silk sock), Left foot
(giant cave spider silk sock), Upper body
steel bars, Hauled

Doren Uristkonos, Farmer
"Doren Daggerbrass"

(alpaca wool yarn), Sewn into Right upper leg
(giant cave spider silk robe), Upper body
(giant cave spider silk left glove),
```

Never again will a dwarf of Breadbowl be injured by the trouser menace! Thunk is savior of Breadbowl once again!

Giantess is in position, with lever linked up to release her onto siege forces!



Thunk very happy! Thunk now spends Thunk's time training with Ezum, Thunk's new War Hamster! Thunk teaches Ezum all Thunk's tricks for killing goblins!

But winter is here, so Thunk must stand down like Thunk said Thunk would for benefit of future Overseers! Breadbowl is working slowly due to lack of labor, but it is working! Thunk is very proud of Thunk's fellow Breadbowlians!

Breadbowl Endures thanks to THUUUUUNNNNKKKK!

Aaaand that's that. Save is here.

http://dffd.bay12games.com/file.php?id=12558

A few administrative notes:

- \* As of now, handover takes place at the start of winter. That way, the new overseer isn't benefiting as much from the food produced by the previous overseer.
- \* I used DFHack to clean all contaminants (we didn't have any forgotten beast syndrome problems, so removing all the stray rhinocerous sinew won't have any effect on gameplay), and used autodump-destroy to get rid of the webs in the spiderpits as well as the siege clothes. I also caged and slaughtered many dozens of animals, blocked off some pathfinding traps, and made all doors pet passable (a bug can lag the game if an animal tries to pathfind through a non-pet-passable door). Despite this, the Framerate is still hovering around 13, which is what it was when I got it. Genuinely not sure why at this point.
- \* Sorry for being late with it. Life got complicated for a while there. I may not be available to manage the thread for a week or two, but I'll be back.

You're up... whoever's up. THUNK DOES NOT CONCERN THUNKSELF WITH PETTY MATTERS LIKE WHO IS NEXT!

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: Fleeting Frames on November 12, 2016, 04:02:24 pm

- Wait, the dwarves of Breadbowl use flame FB's corpse-pyre instead of magma? Seriously?

Is there another piece in the new dump tower?

- \*amused\* at Make-Believe recruits. Well, old enough to get married, old enough to join the army.
- Pretty low food and drink amounts. Guess this is the price for setting up infrastructure to be able to haul things in time... Should be more in spring, though.

But what the hell's liquid, 12 magma-filled minecarts and 69 buckets?

- Wonder if you can get artifact hives. Cba to check tho.
- Timing change..... Seasonal autosaves, ho?
- Trouser menace? Military equipment conflicts?
- FPS might be due heat. I'd suggest playing with temperature off, though that fucks up the garbage pits.

Good turn. Who's up next, indeed?

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: HMetal2001 on November 12, 2016, 04:04:28 pm

Broseph Stalin

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: TheFlame52 on November 13, 2016, 01:42:23 pm

I was the one who got those flames into the magma dump. Also, can someone un-profession those grown-up orphans?

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: Broseph Stalin on November 14, 2016, 07:53:47 pm

Is the save okay? I dug up the LNP version of 42.06 and I'm getting "missing instrument\_flute"

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Sanctume on November 14, 2016, 09:13:54 pm

I'm getting that error also during Load Game; Reactions...

FATAL ERROR

Missing Item Definition: ITEM\_INSTRUMENT\_FLUTE

Doing Googlefu, possible info from Reddit

(https://www.reddit.com/r/dwarffortress/comments/3vavk8/savegame\_update\_problem\_need\_some\_help/)

Update; I got a fix of sorts from this link by lethosor (http://www.bay12forums.com/smf/index.php?topic=126076.msg6861892#msg6861892)

I used my save from year 246 after my turn onto in this latest save year 251.

I copy raw/objects folder from my old save into the new save folder. Something like:

"~data/save/Breadbowl **246**/raw/object" folder drag and drop to

"~data/save/Breadbowl 251/raw/object" folder; replace files.

I was able to load the year 251 save.

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: HMetal2001 on November 15, 2016, 12:42:40 am

So, can I use my own RAWs for the save?

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Sanctume on November 15, 2016, 01:24:45 am

The raws that I used is from an old save that worked.

So something changed after in later versions of the Lazy Newb Pack that is causing the "FATAL ERROR Missing Item Definition: ITEM INSTRUMENT FLUTE."

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: Broseph Stalin on November 15, 2016, 01:32:51 am

Copied in the raws from an older save and it's up and chugging along at 25 fps. Now I just have to think up a character and plan out my reign of terror unimaginable horror fire and pain good... things?

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Sanctume on November 15, 2016, 02:46:43 am

good things such as strawberries, rice flour, alpaca milk, and pecan oil.

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: Broseph Stalin on November 15, 2016, 04:15:36 am

So I probably ought to be dwarfed, any issue with me claiming Kadol Ableltoltot Broker/Royal Bedroom Squatter?

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Sanctume on November 15, 2016, 01:31:23 pm

I think all un-nicknamed/un-named dwarfs are free for claiming.

Only rule about dwarfing is name of re-dwarf must be new, i.e. no "Sanctume II" allowed.

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: Broseph Stalin on November 15, 2016, 03:12:45 pm

#### Hail Czar Kadol, Leader of Breadbowl!

My silent coup has finally payed off! When I staked my claim to the king's chambers I assumed leadership would pass naturally to me, it didn't work out quite like that but power is mine all the same. I hereby formally declare myself Czar Kadol, and leader of this fortress! It's no secret that we're failing to meet our production requirements and a lot of people have made a lot of excuses "I lost trade records" "people keep trying to kill us" "everything is on fire." No more, we are going to start making our numbers as soon as possible. True, some of us are children, many of us are dead, and some of us are in fact dead children. Disirregardless we are going to turn this fortress around with my brilliant three step plan.

Prong 1: Think outside the box. Why is it that only edible things are food? I say because we fail to dream big enough. That in mind I've drawn up plans for the following.

Breghd, an imitation loaf of bread analogue that is totally and completely edible regardless of what any medical dwarves or crying children say. It's made with a base of minced seeds and flavored with different and presumably better tasting minced seeds. Careful management should stop this from exhausting our seed reserves but just in case I'll make an edict protecting a small number of seeds for use in case of an emergency. Because it is technically and legally a food product we can fill out our lagging food exports by producing Breghd.

"Pood" is a catch all term for food that some might consider to be people. I came up with the name after I decided that I didn't want to talk about eating people where other people might hear me. I'm creating a food commission to devise a way to make our ever expanding zoo of sentient beings more delicious and marketable. (Seriously, I bet that crab man and crab taste exactly the same.) For that purpose I'm creating SCOOL the "Secret Commission On Otalgial Lugubriousity and cannibalism" a boring and normal committee to investigate ways to stop earaches from making people sad and to make sentient beings delicious.

Phase 2: Liquidate unnecessary assets

One of the problems with Breadbowl is that we have many resources that aren't really necessary for our productivity. My plan is to cut down on all unnecessary industries and drains on our assets by ordering mass work stoppages in nonproductive sectors and remodeling our animal husbandry along more economically sustainable lines. For example, we are breeding tons of Rhinos despite the fact that Rhinos take 10 years to reach sexual maturity and 5 years to reach full size, in the meantime eating all the tasty grass better spent on faster growing grazers. I plan to investigate models of slaughter that make rhinos and similar unproductive grazers more profitable while retaining our ability to export tasty exotic meats.

Measure 3: Expand underutilized industries

Our farms are not operating at peak efficiency. Looking at our agreement with the elves we have to plant 407 trees to be considered "not tree murderers" and since that's definitely not happening there are no consequences to clear cutting. Hooray unreasonable diplomatic demands! I've decided to cut the non-farm related work of our professional planters and to dedicate some of our orphans to potash making so we get the absolute most from our farms.

In addition, Eggs and fruit are tremendously productive resources we are not exploiting to their fullest. I seek to expand our supply of egg laying creatures and to pull as many dwarves as possible into foraging for fruit and other edible or quasi-edible things.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Sanctume on November 15, 2016, 04:35:36 pm

Yes! Make Breadbowl Great Again! Breghd and Pood for all. SCOOL is in, Rhino shit goes to potash. Eggsellent measures, more fruit in our diets too.

Dirk straps the mining pick on then back and start lugging around a stepladder.

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: TheFlame52 on November 15, 2016, 08:44:13 pm

THE RHINOS ARE FOR WAR NOT FOOD

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: Broseph Stalin on November 15, 2016, 09:11:05 pm

Moonstone 1, 251

Food Production is job one, nobody seems to get that. ALL Metalwork, glasswork, clothesmaking, leatherwork, and processing or handling of non-food plants has been suspended pending review. It's possible that pot production will have to continue and maybe even be expanded but for now we're throwing everything into gather food within the walls and cutting down the trees in the moat.

Our military, sparse though it may be, is completely outfitted. Even the lowest soldier has a full uniform so producing more armor is just encouraging them to swap out pieces which is a largely nonproductive behavior. Likewise processing of adamantine, while nice, is not helping us reach our goals. I have also deactivated the Shafts of Fortifying. Every member of the group is legendary in their chosen weapon so their continued training no longer serves a purpose. Since they're lollygagging about they can start picking fruit and burning wood.

Food production being our priority radical changes have been made to the way we'll be handling prepared food. Taking 1 fish and 1 piece of meat and making a biscuit turns 2 pieces of food into 2 pieces of more valuable and better tasting food. This is not food production. Taking one handful of prickleberry seeds and one handful of eggplant seeds to make two nutritious and 68% digestible loaves of breghd creates two units of food. From now on only ingredients that cannot be eaten raw may not be cooked and our food production is quaranteed to increase.

In order to free up cages and begin research into Pood a pasture has been set aside for the plump helmet and crab people we've captured. The goblin prisoners are to be promptly executed, preferably in full view of the human's goblin guild representative, that's playing hardball. I've noticed a great deal of seeds in animal cages and it seems like we're wasting a lot of resources on giant hamster subsidies, from now on those freeloaders are going to have to get out there, pull themselves up by their bootstraps, and eat grass in a tiny walled off area.

The Elkbirds are being given eggboxes so they can start roosting. The pythons eggs are being harvested because research suggests it's not possible to induce them to hatch in captivity. After a brief investigation of the rhino breeding program I have found it wanting. All but 5 of the rhino calves have been slated for butchery. The oldest 4 females and 1 male will be allowed to grow to adulthood for breeding and defense but it's just not worth feeding a whole herd of the things. Their purported purpose is defense but they haven't really distinguished themselves and certainly haven't done enough to justify the 10 year commitment and regular pasture changes that it takes to raise a brood to maturity. Some have accused me of undermining our military but the time has come to hammer our swords into steaks and then sell the steaks.

OOC: There will be pictures after stuff starts happening, I haven't even unpaused.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: QuQuasar on November 15, 2016, 10:59:54 pm

Overseer is making Thunk help!

Thunk has advice for overseer! Thunk had reduced production because there were not enough food haulers to move cooked food out of kitchens, and also because cooks are too inexperienced to keep up with planters! Thunk also noted that eggs were not being retrieved from nestboxes! Breadbowl's hauling routes are inefficient, but this was not a problem until now due to an excess of dwarfpower!

Thunk was also processing adamantine and making steel armour in hopes of attracting migrants to Breadbowl! Thunk is not sure if food counts towards created wealth because food is traded away!

Thunk is helping!

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Fleeting Frames on November 16, 2016, 12:34:01 am

- Heh. "Silent coup".

I guess it is accurate.

- I think the evil biome is non-reanimating no undead animals have come onto map ever.
- Why make seed biscuits when you can make roasts?
- Livestock industry....FPS-heavy option, but job-wise it takes 19 jobs per larger creature: butchering, tanning, hauling bones, hauling meat, fat, brain, heart, lungs, intenstines, liver, kidneys, tripe, sweetbread, eyes, spleen, bones, skull, rending fat, cooking fat.

now, sure, hauling a thing five tiles takes far less time than typical job, but when average plant stack requires two jobs, perhaps there should be a lower size limit applied on livestock:

At least 47,5 edible/cookable produced (19\*5/2) per average creature.

Water buffalo passes at 51, Yaks don't at 39,5.

Rhino is bit of an odd option. They produce 167 per full-sized creature, but take while to grow up. Once you reach population cap on them, waiting five years for full results gives you effectively 1/5 the output, making them fall below the line.

At 1 year for children slaughtering, though, I think it is around 633k body size? Which is below a yak.

Yearly adult culling, however, would produce different results, though. Slaughtering 20% of adults per year would provide full result per creature, but effectively act as breeding herd one fifth the size.

Of course, there's decent amount of giant animals they'd lose to, as well as elephants/sperm whales/dragons.

- Been there with the "it's been days and still haven't unpaused" :P
- The current military may have trouble with goblin sieges. Since goblins are so kind as to announce their arrival and pause the game putting a grinder to slay them all in place is greatly simplified. Ideally, this would free up the military almost permanently.

(There's still holes in defences, though. Mostly the sky, I think.)

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Broseph Stalin on November 16, 2016, 02:30:56 am

Quote from: QuQuasar on November 15, 2016, 10:59:54 pm

Overseer is making Thunk help!

Thunk has advice for overseer! Thunk had reduced production because there were not enough food haulers to move cooked food out of kitchens, and also because cooks are too inexperienced to keep up with planters! Thunk also noted that eggs were not being retrieved from nestboxes! Breadbowl's hauling routes are inefficient, but this was not a problem until now due to an excess of dwarfpower!

Thunk was also processing adamantine and making steel armour in hopes of attracting migrants to Breadbowl! Thunk is not sure if food counts towards created wealth because food is traded away!

Thunk is helping!

I'm looking at 3093 deceased units, I don't think migrants are possible.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: QuQuasar on November 16, 2016, 02:35:40 am

Quote from: Broseph Stalin on November 16, 2016, 02:30:56 am

Quote from: QuQuasar on November 15, 2016, 10:59:54 pm

Overseer is making Thunk help!

Thunk has advice for overseer! Thunk had reduced production because there were not enough food haulers to move cooked food out of kitchens, and also because cooks are too inexperienced to keep up with planters! Thunk also noted that eggs were not being retrieved from nestboxes! Breadbowl's hauling routes are inefficient, but this was not a problem until now due to an excess of dwarfpower!

Thunk was also processing adamantine and making steel armour in hopes of attracting migrants to Breadbowl! Thunk is not sure if food counts towards created wealth because food is traded away!

Thunk is helping!

I'm looking at 3093 deceased units, I don't think migrants are possible.

Huh? I could have sworn that had been cleared when I checked it.

Alrighty then, run the DFHack clear-deceased command. Breadbowl won't be able to rebuild at all if we don't get migrants.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: HMetal2001 on November 16, 2016, 03:29:32 am

Now, to canonize:

The Spirits of Quasar, Murky, Luneya, Bearskie, Taupe, Sanctume and all other notable (read "dwarfed") inhabitants of Breadbowl who had died, came together in the Hall of Spirits. All of them resting in peace, they were watching over their last home of their lives. They watched the rampage of Ongul, which took the lives of Viscount HMetal, Philosoverseer Luneya, Spearlord Taupe, Mace Lord Sanctume, Fortress Guard Captain Murky, among many dwarfs. SQMan and PsychoAngel watched over the Great Fire, which claimed the lives of Quasar and others.

Witnessing death and destruction in proportions outdoing the grimmest and bleakest legends, SQMan and PsychoAngel agreed to take their lives as Spirits. The dead from the Fire also agreed to do the same. The victims of Ongul decided to go along with this suicidal plan.

Being Dwarfs, they had their Ethereal pickaxes, with which they dug out the native metal of the Aether. A metalsmith made daggers for everyone from the Ethereal Forge. They would use them to slit their throats. And all of them did. Simultaneously.

But it failed. After the deed was done, nothing happened. Nothing at all. Accompanied with the dread of knowing that they would die, they all slit their throats at the same time, to no avail. So HMetal, an Administrator, went up to the Pantheon of the Gods. He asked them to destroy their souls. The Gods, including the God of Death, all looked at this Dwarf with utter disbelief. This request was never expected from anyone. They thought that the dwarfs would be content in staying in the Aether, watching over their live friends. So They asked "Why do you ask Us of this, dwarf?" He responded, "All remaining dwarfs of The Old Nets know of our deaths in the living world. Knowing the fact, they are scared to emigrate to the proud fortress of Breadbowl. The fortress needs more migrants to survive." "So you are telling Us to destroy your souls, so that your fortress, Breadbowl, can thrive? Has everyone from Breadbowl agreed to do this?", the Gods asked. "Yes, they have.", affirmed the Viscount.

"So it shall be."

A small purple orb over the Gods appeared. It started to grow. It swelled slowly, but it sent out sparks of lightning at random. Growing to the size of Ongul and the Dragon combined, it got darker. The center of the orb turned black, with the dark aura spreading to the rest of the orb. By this time, HMetal went back to his comrades and announced the Gods willingness to destroy their souls. They all cheered, and formed a tight circle, willing to sacrifice their souls. Even the children were willing. The Dark Orb finally came over them. They all stood frozen as the Orb arrived. They were ready. It then sent out the biggest spark of lightning they would ever witness.

Now the scene freezes. Will it work? Will their Sacrifice be in vain? Or will the Sacrifice work?

I tried.

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: Fleeting Frames on November 16, 2016, 05:46:05 am

The disconnect between sincerely and hopefully trying and trying to erase yourself from the world...it's like something out of a guro story.

It is something, I suppose.

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: Broseph Stalin on November 16, 2016, 08:24:11 am

Monthly Progress Report, Moonstone

With the month over and Mid-winter upon us I've drawn up a review of my goals and the results.

Increase food production: Success!

There have been some misgivings about this, after all we simply don't have the robust infrastructure that made our former productivity feasible. To this I say "eh." There's no real difference between only being able to produce 100 units of food and only being able to move 100 units of food. Since it doesn't matter where the bottleneck is we've ramped up food production and will allow our total and complete inability to handle it be the throttle on how much we actually end up exporting. Sure, crops may die on the vine for a while but our little infrastructure problem is mostly self-solving. Professional farmers are all at work farming or hauling food and everybody else is plant gathering and hauling as necessary.

We're done processing plants, you can't eat drink cloth, the experiments have been very conclusive on this. Rope reed becomes river spirits and spare seeds become breghd, which is part of a complete breakfast when eaten alongside a complete breakfast. Breghd and Tallow based food substitutes have helped us rapidly increase the rate of food production production while the increased planting efforts are yet to show returns.

Encourage Migration: Inconclusive

It turns out that we had not all resigned ourselves to die the last scions of a failed experiment, who knew? If tricking people into coming here again is considered valid let's make the best hopeless effort we can. At last accounting we have a little over 6.3 million urists in created wealth whether that's going to be enough to outweigh almost certain death. Playing up our mineral wealth is probably the best way to go about it, silver trinkets are now an allowable use of the forges. I've also decided to kill two birds with one stone. Cannibalizing the fledgling war rhino project and cutting weapon and armor production has lead some dwarves to accuse me of not taking security seriously. Turning our current lackluster weapon trap gauntlet into a thing of horror that menaces with steel discs and silver spiked balls should make them more impressive to migrants and more deadly to invaders.

Increase Labor Efficiency: Success!

So I pulled the 12 year old Kel Tongsteach aside and told him he was no longer an orphan. That was bad phrasing because his parents are still dead. After he finished crying I explained that he was now Minister of Sanitation, the only dwarf on the fortress allowed to clean or touch refuse. This should increase efficiency somewhat. Now there are obvious downsides to this including the piles of waste and filth that

will build up as a despondent and infinitely frustrated orphan tries to clean up after an entire city. Precious skins will be lost, left to rot unprocessed, to this I say "eh." You can't eat leather. To save on labor we'll just import cheap leather as we need it presumably benefiting from the gross excesses of some fortress where they skin animals and throw away the meat.

Some more benign changes include stockpiling brewable plants AND pots next to the subterranean brewery. We're getting a lot done in a little time.

Month start Created Wealth 6,361,370 Edible Food 3,877 Drinks 689

Created Wealth 6,485,959 ^ 124,589 Edible Food 5,051 ^1,174 930 drinks ^241

Quote from: HMetal2001 on November 16, 2016, 03:29:32 am

Now, to canonize

The Spirits of Quasar, Murky, Luneya, Bearskie, Taupe, Sanctume and all other notable (read "dwarfed") inhabitants of Breadbowl who had died, came together in the Hall of Spirits. All of them resting in peace, they were watching over their last home of their lives. They watched the rampage of Ongul, which took the lives of Viscount HMetal, Philosoverseer Luneya, Spearlord Taupe, Mace Lord Sanctume, Fortress Guard Captain Murky, among many dwarfs. SQMan and PsychoAngel watched over the Great Fire, which claimed the lives of Quasar and others.

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Now the scene freezes. Will it work? Will their Sacrifice be in vain? Or will the Sacrifice work?

I tried.

Noble but the command only purges "uninteresting" units so our death list still memorializes 260 units including all our dead. As long as we stay under 1000 it shouldn't throttle back the migrants.

I know I said there would be pics but I can't upload anything to imgur.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Sanctume on November 16, 2016, 09:59:03 am

/ooc

So do edible food go directly to trade depot bypassing barrels and pots via minecart?

I was just wondering on biscuit (2 item) vs roasts (4 items). Both is still 1 job, and the quantity of each item stack are just added to the total number of the end product, biscuits

- or roasts

I think barrels still have 30 max stacks; and large pots can have 45 in practice even when it supposed to be able to hold 60?

p.s. You did not mention dyes, I also wonder if farm plots still planting dyes, like Sliver Barbs iirc?

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: Broseph Stalin on November 16, 2016, 10:15:14 am

Quote from: Sanctume on November 16, 2016, 09:59:03 am

/ooc So do edible food go directly to trade depot bypassing barrels and pots via minecart?

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- or roasts

I think barrels still have 30 max stacks; and large pots can have 45 in practice even when it supposed to be able to hold 60?

p.s. You did not mention dyes, I also wonder if farm plots still planting dyes, like Sliver Barbs iirc?

Looks like the minecart is just pushing prepared meals and drinks, may reorganize it to take edible unprepared food if it becomes necessary.

I only mentioned biscuits so I wouldn't have to list eight ingredients.

The farm slots that were producing silverbarb have been switched over to crops, our pretty colors must be burned at the altar of productivity.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Migrant on November 16, 2016, 01:48:59 pm

- I wholeheartedly agree that cooking should be limited as isn't food production.
- If you're serious about breghd you should make the seed cap ridiculously high in order to further boost food production
- Did I get re-dorfed as Vutak boulderwelled?

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Broseph Stalin on November 16, 2016, 09:28:02 pm

Semimonthly Review

So I stopped paying attention about halfway through Opal and then before I knew what happened it was Granite. This is a normal lapse of memory that any czar might face and not an adverse reaction to Breghd. Rather than a traditional report here's some stuff that happened:

Stuff grew up/was born

•Solon Ildomathel has grown to become a Orphan Hmost Sazirustuth has grown to become a Orphan Zulban Nokimluslem war Tiger (Tame) has given birth to tiger cubs Many babies have hatched An animal has grown to become a Stray Bugbat x2

Two new workers and some new animals. The pythons hatched against my expectations, it turns out they're born as adults which is crazy. Also, kittens! I think this is where our war animal breeding efforts should be focused. Tigers reach their maximum size in two years and sexual maturity in three. They also don't eat grass so pasture space is no big deal. We could build a whole tiger army before those old rhinos are still wandering about being all adorable.



Okay so it seems like there was a paperwork screw up somewhere and a deceased dwarf had a slab engraved in their honor but it was never built. After lying around unmemorialized for two years Dobar filed a complaint in the correct fashion, by rising from the dead and pledging to harass random dwarves until the slab was picked up and placed on the ground in an aesthetically pleasing location. I ordered another two year old slab to be built before more complaints arose



"Backup Armorer" Lor Fenceallies was picking fingerlimes when she climbed up into the tree and pulled up her stepladder. When interviewed she only said that she missed her family and refused to climb back down. I ordered the tree chopped down and she went back to work. We've successfully picked the areas inside the walls clean so our edible food stocks are going to increase slowly for a while. Looking at some numbers we have twice as much inedible Rye, Maize, Rice, and Barley as we do edible crops. I'm cutting the growth of those crops and expanding milling to produce as much flour as possible as quickly as possible. To facilitate that I have forbidden the touching of dimple cup, blade weed, and silver barb by any Breadbowl dwarf. With the amount of flour producing crops we have it appears that Bread may actually become cheaper and more available than Breghd. The crab and plump helmet men we've locked up in a corner pasture are still stubbornly refusing to taste good.

Created Wealth 6,665,183 ^ 179,224 Edible Food 5,718 ^ 667 Drinks 1,430 ^ 741

Oh, it technically didn't occur in the months under review but:

A vile force of darkness has arrived!

Probably gonna have to do something about that.

Vutok Boulderdwelled is still Vutok Boulderdwelled, what should I change that to?

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: TheFlame52 on November 17, 2016, 09:02:24 am

I nicknamed him Vutok so you'd know he was your dwarf. Sort of like I did with Kol.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Migrant on November 17, 2016, 12:28:24 pm

Quote

Vutok Boulderdwelled is still Vutok Boulderdwelled, what should I change that to?

Originally I said Vutak but TF52's suggestion is better.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Sanctume on November 17, 2016, 02:02:47 pm

"butt ok" sounds better than "butt ache"

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: **HMetal2001** on **November 17, 2016, 05:13:24 pm** 

Quote from: Sanctume on November 17, 2016, 02:02:47 pm

"butt ok" sounds better than "butt ache"

Quasar, if you're reading this, add that to the quotable quotes section.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: QuQuasar on November 17, 2016, 06:48:46 pm

Quote from: HMetal2001 on November 17, 2016, 05:13:24 pm

Quote from: Sanctume on November 17, 2016, 02:02:47 pm

"butt ok" sounds better than "butt ache"

Quasar, if you're reading this, add that to the quotable quotes section.

Nah.

Sphinct of the precedent that would set: if I quote one butt joke, I'll have to quote all of them. Before long this thread would be completely rectum, anal consuming black hole of potty humour and godawful puns.

Arse long ass I am in charge of this thread, I will see the backside of such suggestions.

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: Fleeting Frames on November 18, 2016, 01:29:20 am

Infrastructure being "self-solving".

Heh. Nooo, I wouldn't say that. It's like going "roads will build itself, no need to worry about it" when you are the state :P

- Crafting for need fulfilment...that's a pain >\_>
- We have too much leather?

Oh well.

The thing about the skins: you'll need to haul them nevertheless, either to refuse stockpile and then atomsmasher or to leatherworking shop and then atomsmash. So not much of a gain.

- Are there any fishers? We do have an ocean, and it's two-step process just like farming (get up to (6? highest I've seen)
- -Yay for workforce.
- -Rye, maize, rice and barley...Brew them, then cook! Extra step, yes, but since it
- -Flour, however, doesn't get multiplied iirc, so that's bad (though good for wealth generation)

@Sanctume: Yeah, roast is 1 job, but it is not that much more efficient, since just as many hauling jobs needed.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: QuQuasar on November 18, 2016, 05:10:15 am

Actually, hang on, that leather... it is edible! Remember my trade with the elves? It included a number of "[animal] parchment roasts".

```
Alatha: Greetings. We are enchanted by your more ethical works. We've
Alatha seems willing to trade.
                                                                                                                                                                                                                      Imarust
                                      Lenicamela
(-«grown orange wood cage»-)
(python (f) cage (cedar))
(axolotl (f) cage (carambola wood))
(kangaroo buck (f) cage (citron wd))
(giant moth (f) cage (saguaro rib))
                                                                                                                                                                               *prickle berry roast [14]*

-rat weed roast [9]-
fisher berry roast [9]

-rhinoceros parchment roast [25]-
*monitor lizard tallow roast [26]*

*rat weed roast [15]*

*monitor lizard tallow roast [41]*
*bitter orange roast [15]*

+wild boar parchment roast [17]*
rat weed roast [7]

chopped giant olm liver roast [8]

-monitor lizard tallow roast [28]-

-rat weed roast [9]-

+rat weed roast [14]+

=rock nuts roast [14]=

-monitor lizard tallow roast [35]-

*giant tick tallow roast [53]*

*prickle berry roast [7]*
                                                                                                                                            18F
88F
                                                                                                                                                         [T]
[T]
[T]
                                                                                                                             60₩
                                                                                                                                             18F
                                                                                                                             20₩
                                                                                                                           110*
                                                                                                                                         104C
                                                                                                                         510*1953F
30* 16F
20* 23F
40* 18F
                                                                                                                                                          [T]
(«grown maple cage»)
(loon ($) cage (maple))
(-«grown citron wood cage»-)
                                                                                                                                                          [T]
                                                                                                                                                          [T]
                                                                                                                                                          [T]
 (grown rubber wood cage)
(grizzly bear ($) cage (coffee wod))
                                                                                                                          10* 14°
510* 262°
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[T]
 (-«*grown plum wood cage*»
(raccoon (?) cage (larch))
(«grown olive wood cage»)
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18F
                                                                                                                             35₩
30₩
                                                                                                                                                          [T]
                                                                                                                                                          [T]
[T]
                                                                                                                                             18F
 (flying squirrel (&) cage (ashen))
                                                                                                                             20₩
 (-«-grown pine cage-»-)
(-«grown larch cage»-)
                                                                                                                                             15ľ
                                                                                                                              40₩
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                                                                                                                                             170
                                                                                                                                                          [T]
                                                                                                                                             12Γ
 (+grown alder cage+)
                                                                                                                              30₩
                                                                                                                                                          [T]
                                                                                                                                                                                *giant tick tallow roast [53]*

*prickle berry roast [7]*

*strawberry plant roast [12]*

*fisher berry roast [8]*

-monitor lizard tallow roast [20]-

rat weed roast [19]

=prepared giant olm spleen rst [12]*

*giant hamster parchment roast [29]*

=potato plant roast [7]=

=fisher berry roast [9]=

+monitor lizard tallow roast [28]+

-fisher berry roast [16]-
(+grown alder cage+)
(«grown papaya wood cage»)
(crow ($) cage (bayberry wood))
(grown hazel wood cage)
(beaver ($) cage (date palm wood))
(«grown desert lime wood cage»)
(+«+grown willow cage+»+)
(tapir ($) cage (orange wood))
(-grown kumquat wood cage-)
(muskox ($) cage (kumquat wood))
(bushtit ($) cage (coffee wood))
(grown carambola wood cage)
                                                                                                                                                          [T]
[T]
                                                                                                                                             18Γ
                                                                                                                              40×
                                                                                                                             20₩
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14°
                                                                                                                                                          [T]
                                                                                                                             20₩
                                                                                                                                            18F
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                                                                                                                              40×
                                                                                                                                            18F
                                                                                                                                            181
                                                                                                                                                          [T]
                                                                                                                             10×
 (grown guava wood cage)
(copperhead snake (f) cage (pcn wd))
                                                                                                                              10×
                                                                                                                                             18F
                                                                                                                                                          [T]
                                                                                                                                            18F [T]
```

Conclusion: you can turn our leather into parchment and then cook it into roasts! Proast would fit in quite well with Breghd and and Pood.

Looks like the process is a bit complicated (http://dwarffortresswiki.org/index.php/DF2014:Paper\_industry), but obviously we had the industry working under a previous overseer. Bravo that player, whoever it was.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Sanctume on November 18, 2016, 10:05:23 am

@Fleeting Frames food container is the bottleneck in production.

The rate of edibles and cookables produced are more than containers produced, no?

Given that all food ingredients need to go to a food stockpile (except seeds and tallow), hauling food to stockpile is the same for biscuits or roasts.

However, cooking roasts can be at least 1 job less (3 jobs less most of the time) than simple meals.

### Biscuit jobs:

- 1. haul 1st item to kitchen
- 2. haul 2nd item
- 3. haul large pot
- 4. cook biscuit
- 5. haul prepared foot pot
- 6. haul 1st item 7. haul 2nd item
- 8. haul large pot
- 9. cook biscuit
- 10. haul prepared food pot

### Roast jobs:

- 1. haul 1st item to kitchen
- 2. haul 2nd item 3. haul 3rd item
- 4. haul 4th item 5. haul large pot
- 6. cook lavish meal
- 7. haul 2nd large pot overflow for stack > 45
- 8. haul prepared food pot
- 9. haul prepared food pot overflow

Even with a stack of 9 plump helmet x4 only gets a 36 stack of plump helmet roast and will fit in a large pot. A farmer can harvest plump helmet [6] per tile + 3 (50%) when potash is used = plump helmet [9].

The only time I say stack > 9 for food item are butchered meat from large animals; so making roast out of that will need more than 1 large pot.

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: Fleeting Frames on November 18, 2016, 01:50:28 pm

@QuQuasar: Hahahahahaha no.

They probably brought it from caravans.

Parchment is stupid micro intensive to produce without mods (to make it automatic), as raw hide will rot in..2 weeks?, you need treated flux and to turn of auto-tanning.

Perhaps stockflow would work for non-mod automation? Make raw hide only stockpile, set workflow to make quicklime when there's at least a bit, and then have stockflow order a job through manager when there's fresh raw hide....

....And now you've done 5 jobs for 1 more food item. It just isn't efficent, though it is hilarious.

@Sanctume: Minecart is a container, so can leave off large pots, though that doesn't work for booze :v

Hm, you'd need to make two trips for two biscuits versus 1 for roast to stockpile. Good point.

As a side note, I'm not sure cooking seeds is worth it, tbh: They're produced in single stacks, so at most you get roast[4] out of 4 seeds, with associated hauling labor.

It's more than nothing, but something like fishing or farming requires far less movement.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: HMetal2001 on November 18, 2016, 05:22:57 pm

[insert that spinning effect that comes in introducing a newspaper in the 50's Tom and Jerry]

(read in an "awesome narrator" voice)

The Dwarfs of Breadbowl have, unbeknownst to themselves, have created a new culinary revolution! Parchment roast, made from the base of knowledge itself. Without even realizing, one of these maddwarfs set up a paper industry, for whatever reason there may be. Maybe for record keeping.

Back to the point But, one Urist McMadCook had the bright idea to roast the parchment. He says, "Parchment roast is rrrich with dietary fibers! Tastes like anything you want! From cocoa to sunshine!" Consumers around Defini Asada have expressed their appreciation of the wonders of parchment roast!

"Oh, so disgusting!" says Lathi Rupolalaco, an Elf bowman. "Who even makes this to sell in the first place?", asks Batow Ujaemoth, a Human maceman. "Why the hell did we even raid this caravan to find **THIS** crap? What a waste!", says Otsmor Egngunxûngu, a Goblin swordsman who raided a caravan containing parchment roast.

As you can see, these consumers are immensely satisfied! Get your parchment roast from the nearest Old Nets caravan you can find!

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: QuQuasar on November 21, 2016, 05:23:30 am

Quote from: Fleeting Frames on November 18, 2016, 01:50:28 pm

@QuQuasar: Hahahahahaha no. ...

Parchment is stupid micro intensive to produce without mods (to make it automatic), as raw hide will rot in..2 weeks?, you need treated flux and to turn of auto-tanning.

....And now you've done 5 jobs for 1 more food item. It just isn't efficent, though it is hilarious.

Soooo... what you're saying, is that's it's awe-inspiringly dwarfy and we should absolutely get into the parchment roast business ASAP and also that any fortress not subsisting entirely on parchment roasts just isn't trying hard enough.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Sanctume on November 21, 2016, 11:56:51 am

Breghd, Pood, and Proast is to Foodinize as to Fire, Dust and Magma is to Weaponize.

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: HMetal2001 on November 21, 2016, 12:02:06 pm

Quote from: Sanctume on November 21, 2016, 11:56:51 am

Breghd, Pood, and Proast is to Foodinize as to Fire, Dust and Magma is to Weaponize.

Can that be added to the Quotable Quotes, Quasar?

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Fleeting Frames on November 22, 2016, 06:38:12 am

by. Fleeting Frames on November 22, 2010, 00:30:12 am

Quote from: Sanctume on November 21, 2016, 11:56:51 am

Breghd, Pood, and Proast is to Foodinize as to Fire, Dust and Magma is to Weaponize.

And then there's their cross, when a cheese kills enough invaders to earn a name.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Sanctume on November 22, 2016, 09:26:50 am

Instead of coins, we can fill a hallway with cheese for murder.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Gwolfski on November 22, 2016, 02:00:16 pm

Quote from: Sanctume on November 22, 2016, 09:26:50 am

Instead of coins, we can fill a hallway with cheese for murder.

Missed last 20 pages. First thing I see. I love this.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Sanctume on November 22, 2016, 03:02:35 pm

The population is tired of war, so we need to weaponize food, one of which we have abundance of.

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: HMetal2001 on November 23, 2016, 09:52:44 am

Quote from: Sanctume on November 22, 2016, 03:02:35 pm

The population is tired of war, so we need to weaponize food, one of which we have abundance of.

Like getting some nettles and then making a wall of them to slow down the Goblins?

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Sanctume on November 23, 2016, 01:47:37 pm

I want to see a minecart shotgun filled with cheese tearing through brains and break bones; then repackaged the blood stained cheese for export.

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: HMetal2001 on November 23, 2016, 01:59:58 pm

Just like gagh packed in targ blood?

PS. A grenade with cereal as shrapnel would do nicely.

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: Migrant on November 26, 2016, 11:48:31 am

I have had good experiences with weaponized alcohol in the past. Specifically the boiling-and-on-fire kind of alcohol.

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: Broseph Stalin on November 26, 2016, 12:00:58 pm

Not to spoil anything but the siege and cessation of updates are unrelated. I've got exams and I'm hovering around 10 FPS so it's hard to devote enough time for anything to happen.

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: Broseph Stalin on November 26, 2016, 02:52:23 pm

Seasonal Review Spring

Probably best to start with the siege.



As far as invading armies go it wasn't that impressive. Around 20 in all ,3 goblins with crossbows and a bowelf leading the charge. A little over half of them aren't even armed. Two blundered into cleverly placed cage traps right away.

Thinking quickly I belayed the order to shut the fortress and ordered the militia to meet the enemy inside the eastern gate



Two more stumbled into the traps that block off the eastern drawridge, four got inside the gates and with the drawbridge about to slam shut they were separated from the others. That part of the plan worked but the milita had yet to arrive so our ambush was actually just leaving unattended bait.



Givesnofuck, a dwarf noted for his phlegmatic nature in response to adversity witnessed the perimeter breach and a charging goblin spearman casually walked around the corner of a building leading the invader into yet another well placed trap.



When sibrek came running one of the remaining three had the good sense to bolt. The unarmed goblin ran into the pastures hoping to hide. The others probably wished they had. Sibrek was a real terror, batting away incoming mace blow and hacking the goblin to ribbons.



The goblin's head went flying off and probably scared the hell out of the unarmed goblin who ran.

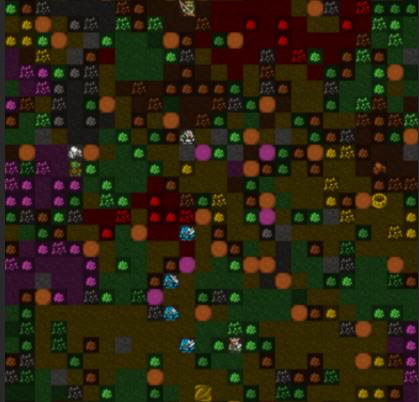
Big Sibrek Inodidash Konosthoth Siknug militia commander has entered a martial trancel

Sibrek really got in the zone around the time Thunk showed up with a war dogand at that point it just wasn't fair. The gate finally closed at this point but just before it did a single iron bolt pierced the dogs heart, it died biting at goblin ankles.

With 7 captures and 4 kills the goblin force was weakened, they had no choice but to follow the moat north to try and scale the bridge.

2 wrestlers and 2 axegoblins under the command of Ngsulu Sinfulsculpted

And 5 wrestlers under the elf Amxu Terrorgrowls As they marched the elf's group got out ahead and sensing an advantage I opened the eastern gate again and sent the militia to chase them. The all goblin squad was slaughtered, their blood forming puddles in the moat. The elf realized he was beat and lead his group in a hasty retreat. One of the rookie axedwarves, Shorast Boltveiled didn't quite block a Warhammer and got his right arm broken for the effort. Luckily Thunk was there, he split the goblin's head right down the middle before it could do any more damage. I ordered them to leave him there and chase down the remain invaders, I want no reports getting back to their leaders about our defenses.



With a force of five unarmed goblins to support him the Elf fled into the forest. He turned once to shoot a an arrow back at our troops, Thunk, Big Sibrek, Metalhead, and Techno were all standing in a line, they dodged it one after the other and that seemed to be enough to discourage him from trying again. It didn't matter, they caught up with him and did what they do best

discourage him from trying again. It didn't matter, they caught up with him and did what they do best.

Ine prili sergeant nacks the elf bowman in the right lower arm with her kimzar and the injured part is cloven as under!

An artery has been opened by the attack many nerves have been severed a ligament has been torn and a tendon has been torn!

The Drill Sergeant hacks the elf bowman in the upper body with her kimzar tearing apart the muscle and shattering the left false ribs through the ((troll fur robe))!

A tendon in the left false ribs has been torn!

The elf bowman gives in to pain

The Orill Sergeant pulls on the embedded kimzar.

The Orill Sergeant hacks the elf bowman in the head with her kimzar and the injured part is cloven as under!

An artery has been opened by the attack!

With that settled the season went smoothly.

Operation "Let God Sort them Out" is going swimmingly, we're producing a steady stream of egg, flour, and seed based prepared meals The stream is so steady that our unsteady labor can't manage it and some of it's rotting producing horrible miasma, it's fine our numbers are still trending upward.

The elves showed up to trade. In a feat of genius, determination, and sheer dwarvenity we managed to get all of our stock to the depot. We traded 0 ANYTHING because they stood around insisting they had more to unpack, I waited for them night and day until finally they left without a word. Is this some sort of elf joke? I'm glad elves aren't dwarves because if they were then we would suck.

20 in all, with a 36% increase in hauling operation Let God Sort Them Out is going to become much more productive. We hadn't quite cleaned up the siege and one of them, Led Metalabbey was horrified to discover that there was still an arm in a pile of goblin armor. Baby. We're well into refurbishing the weapon traps, the serrated steel blades and silver balls

To improve morale I and present the new migrants with symbols of our legitimacy I ordered the tower floored. I also ordered a small art project to recognize my contributions to Breadbowl and cement my status as czar for life.



It was so effective that I started another art project to put an identical K in my office.



It only looks larger because of the way the light is hitting it and reflecting back into your eyes to create an accurate image. It's totally necessary and only used bismuth bronze which was languishing in the stockpiles. Basically it would have been less efficient to NOT make a giant K in my office.

Created Wealth 7,068,540 ^ 403,357 Edible Food 6659 ^ 941 Drinks 2225 ^ 795

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: HMetal2001 on November 26, 2016, 03:19:13 pm

Who's thr drill seargeant again? Big Sibrek? My dorf's finest moment was when he killed Ongul.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Broseph Stalin on November 26, 2016, 05:09:58 pm

Quote from: HMetal2001 on November 26, 2016, 03:19:13 pm

Who's thr drill seargeant again? Big Sibrek? My dorf's finest moment was when he killed Ongul.

Techno is the drill sergeant.

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: TheFlame52 on November 26, 2016, 05:59:27 pm

Big Sibrek was commander last time I checked.

Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Migrant on November 28, 2016, 03:08:46 pm

I'm glad elves aren't dwarves because if they were then we would suck.

Truly the words of an inspired poet.

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: Fleeting Frames on November 29, 2016, 07:59:12 pm

- Luck!
- Ranged enemies, huh?Not so good in diagonal corridors.
- Every dwarf in Breadbowl should have some military training, so that they're strong and agile and capable of eviscrating random unarmed goblins.

And more importantly, capable of making and moving food twice as fast.

Poor doggie.

Showoff military, though.

- Ow, unloading bug. Nice migration, tho.
- How do ks relate to Broseph Stalin?

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: Broseph Stalin on December 02, 2016, 12:23:14 pm

I'm dwarfed as Kadol Abletoltot so the K is for Kadol.

I'm halfway through summer. I'm also about halfway through exams right now but I have a little bit of breathing room and if worse comes to worse I'm done with them on tuesday.

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: Broseph Stalin on December 09, 2016, 11:34:55 pm

**Summer Review** 

SCOOL has shown no progress. The plump helmet men, Gorlak, and Crab Men, all taste like they have souls. Pood is seeming more and more like an unnecessary and unreasonable project.

The usefulness of Breghd has diminished as well, since we are inundated with flour. Breadmaking is the big food producer right now.

Then there was the monkey business... A gray langur troop infiltrated the fortress. It seems they overcame our cage traps by being substantially more numerous than our cage traps. They did a little damage, some animal bitings, some laborer bitings, some general bitings but nobody died and nothing was stolen so... okay I guess?

The humans came and were thankfully much less elfy than the elves. That's not to say the process wasn't without it's problems, the plant

sorting system is completely inadequate. I had to personally inspect the plant barrels to ensure that only ones filled with edible crops were given to the traders. Keeping the count right got to be a real pain.

The trap corridor is 50% through it's beefing up, there's more than enough trap parts to finish the job and our wealth is drawing in plenty of migrants so I ordered the end to trap component construction. With the warm summer season there's plenty to harvest and plant stores ought to shoot up again.

Some trouble with the breeding program, a few elk birds starved to death sitting on their eggs. I guess they don't breed well in captivity. Shame, but on a brighter note the python breeding is going explosively well. Apparently they're born fertile? That's SO productive!

All things considered, my numbers aren't great. I've forced a lot of changes, a new farming paradigm, new work schedules, new large metallic K's, attempted cannibalism, an orphan now hauls all trash etc. My reign is starting to wind down now, one more season to make a splash and convince everyone that Czar Kadol is the greatest leader Breadbowl has ever had.

Traded 2,456 Drinks Traded 5,894 Food

Created Wealth 7,776,080 1,904 Drinks 3,278 Food

# Title: Re: Breadbowl: a Succession Farm [42.06] Post by: Fleeting Frames on December 10, 2016, 04:33:16 am

- Well, you really need reanimation for SCOOL, I think.
- As for the plants, once there's no more brewable-only plants the trade should be greatly simplified. Sure, the palate suffes, but....

Though in terms of amount of output, nothing trumps plump helmets, with their three harvests per season, ability to be brewed for x5, and that brew cooked.

- Huh, never considered the advantages of being born as adult.

Still have to wait to slaughter them and there's still the 50 animal cap, but can get by with much smaller breeding stock. Effectively squares their amount of litter.

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: Broseph Stalin on December 18, 2016, 04:12:43 am

#### Autumn Seasonal Report

The season itself was uneventful, we're wrapping up the trap overhaul and trading with the dwarven caravan went smoothly. And now it's over. Tomorrow is the first of moonstone and the one year anniversary since I took up the reigns and title of Czar of Breadbowl. I started with a three step plan: new foods, cutting waste, and more effective resource use.

Breghd was a moderate success, waste seeds were pressed into edible\* cakes and given to the mountain home where they are being fed to people who can't defend themselves. Pood was an abject failure, people just don't taste good. This morning I assembled the SCOOL, took stock of our research, and disbanded it. All while dressed like a bear, insistently dancing, and talking only with my mouth in a bucket of water. My hope is that if anyone says they were part of a secret commission on ear aches and cannibalism until a dancing dwarf dressed like a bear and talking into a water bucket fired them then nobody will believe them.

Part 2 was a success. More tigers and less rhinos means less wasted pasture space. By cutting our focus on unnecessary products I've increased our food capacity and it's shown. Without all those extra industries weighing us down we've produced more food than ever before.

Phase 3 was a major success. Our farms have been cranking out food, our mills have been running non stop, and it took to long to matter but we have the pots and crops to start churning out drink. Breeding elk birds isn't possible without more research but eggs are becoming massive, our pythons alone are egg-laying machines. The seeds for future greatness have been sown.

I added in a later goal of increasing fortress wealth and population which both went off without a hitch. We have more wealth and the resources to outfit a more advanced trap system. This in turn attracted more dwarves, bringing us to 93 population, a good step on the path to feeding the mountainhomes.

It hasn't been as spectacular as I'd hoped, maybe there's something more to productivity than slashing everything and cannibalism? I don't know, I'm going to bed.

Population: 93

Created Wealth: 8,655,785 Traded 1,904: Drinks Traded 3,278: Food

Total Population Increase: 38

Total Created Wealth Increase: 2,294,315

Total Traded Drinks: 4,360 Total Traded Food: 9,112

http://dffd.bay12games.com/file.php?id=12618

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: Fleeting Frames on December 18, 2016, 04:41:54 pm

Sounds like reasonably good turn. Lot of food, and decent drinks.

It sounds like that disbanding while dancing dressed like a bear and speaking into bucket would be a reason to oust the insane overseer. Really, they're clearly no longer fit to rule, even if they were a great man that led breadbowl along new research developments.

I hope the next overseer can outdo the productivity without outdoing the insanity.

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: DDDragoni on December 26, 2016, 05:14:19 am

Wow, a whole lotta stuff happened in the 6 months since I last checked these forums. Glad to see this thing is still going!

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: NCommander on December 26, 2016, 05:24:18 am

Part of me is tempted to take another turn, but I'm really not sure the fortress could survive it ...

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: Fleeting Frames on December 26, 2016, 02:58:52 pm

Well, are there any overseers pending, actually? No mentions since Broseph Stalin...Which should have been enough for signs of life.

Title: Re: Breadbowl: a Succession Farm [42.06]

Post by: **HMetal2001** on **December 26, 2016, 03:09:05 pm** 

Taptap is pending. Someone should send him a PM

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: taptap on January 03, 2017, 03:53:05 am

Breadbowl crawls at a horrific speed here + unlike when I posted I have currently (surprisingly) little time. Best remove me from pending overseers list.

Blessed be the cheesemakers!

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: HMetal2001 on January 03, 2017, 12:47:56 pm

Where's Thunk when you need him? Thunk

Title: Re: Breadbowl: a Succession Farm [42.06]
Post by: FakerFangirl on January 05, 2017, 11:15:35 pm

May I have a miller or blacksmith named after me? Anything starting in 'Faker'. And a high-quality headwear.

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS OVERSEERS!

Post by: **QuQuasar** on **January 07, 2017, 03:53:51 am** 

Quote from: HMetal2001 on January 03, 2017, 12:47:56 pm

Where's Thunk when you need him?

THUNK IS HERE! THUNK NOTES THAT THERE ARE NO LONGER ANY OVERSEERS! THUNK POLITELY INSISTS NEW OVERSEERS JOIN THE QUEUE!

THUNK WILL BE VERY DISAPPOINTED IF THIS FORTRESS DOES NOT SURPASS 100 PAGES!

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS!

Post by: **HMetal2001** on **January 07, 2017, 03:58:59 am** 

I can't. Exams.

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS!

Post by: **Taetrius** on **January 11, 2017, 05:53:00 am** 

I could give it a try. Never played too much with food production, but a quick look at last posts show all appears to run smoothly. Till another dragon attack?

Any needed project to fail gloriously work on?

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS!

Post by: **Zuglarkun** on **January 11, 2017, 06:11:40 am** 

STEP 1: MAKE SHIT TONS OF CONTAINERS FOR FOOD AND DRINK.

STEP 2: MAKE SHIT TONS OF FOOD AND DRINK

STEP 3: EXPORT SHIT TONS OF CONTAINERS CONTAINING FOOD AND DRINK.

STEP 4: RECORD TRANSACTIONS (as per front page)

STEP 5: NO FARM UNDERGROUND CROPS ESPECIALLY PLUMP HELMET

STEP 6: BEWARE OF THE CURSE OF THE GIANT HAMSTER.

THAT IS ALL.

GO FORTH AND HIT THE PRODUCTION QUOTAS.

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS!

Post by: Fleeting Frames on January 11, 2017, 09:40:01 am

It would be welcome.

On the above note, replacement of containers - and production of prepared meals according to recipes - could be somewhat automated with workflow/stockflow. Not sure if THUNK set up minecarts to be traded away or just transport to depot, would need to doublecheck.

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS!

Post by: **Taetrius** on **January 11, 2017, 01:25:27 pm** 

I am sorry guys, coming home from work I found my PC crashed, hardware issue I think. Writing from pad now, not adapted to DF yet. I will need some time to fix it, another volunteer should take the fort.

I am really sorry, I had a nice great wall/terrace project in mind. Any taker?

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS!

Post by: HMetal2001 on January 11, 2017, 01:51:07 pm

Breadbowl: The Farming Fort of False Feelings of Frivolity and f\*\*ktons of Fun.

## Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: DDDragoni on January 12, 2017, 12:56:12 am

I could possibly take a shot, but it's been months since I played DF so I'm not sure how helpful of an Overseer I'll be.

## Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: Migrant on January 15, 2017, 12:02:25 pm

You couldn't possibly be worse than no activity so go ahead :). Just remember to document things with text and screen shots.

# Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: DDDragoni on January 15, 2017, 08:06:54 pm

Well I WOULD, but I can't open the file Broseph Stalin posted. Is that just on my end?

## Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: Fleeting Frames on January 15, 2017, 10:16:47 pm

Loads fine for me in dfhack-42.06-alpha1. 660 MB RAM to load, 19% CPU usage paused, 16-17 FPS unpaused.

Can't open the starter pack link, but it is not like I'd be able to use that anyway (well, I could if it was DLable, but I'd have to boot to windows:P)

# Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: DDDragoni on January 16, 2017, 12:14:44 am

I tried to redownload it, but I get this error when I try to extract it-Spoiler: TheError (click to show/hide)

Extract Compressed (Zipped) Folders

### Cannot Complete the Compressed (zipped) Folders Extraction Wizard

The compressed (zipped) folder is empty.



Before you can extract files, you must copy files to this compressed (zipped) folder.

To close this wizard, click Finish.

# Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: rosareven on January 16, 2017, 05:16:53 am

I only just started reading this and haven't caught up everything, but after reading the quotes collection, I'm pleasantly surprised that even an attempt at a fort with a perfectly peaceful goal, faces similar madness as Boatmurdered.

I would love to be dwarfed if there is room. I'll take any female dwarf. If I catch up to the entire story in time, I might even give overseer a try, but not confident for now yet, no idea what's going on with the fort now...

# Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: Fleeting Frames on January 16, 2017, 08:37:22 am

Very weird. Here is it extracted and 7-zipped (https://mega.nz/#!ZkJkSbRY!cgPDnMNm8GcXXRbwalxKVrPb2lsqP4zPQjBW5vHis2Q) (though exactly same size, so rar might be more prudent to try).

# Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: HMetal2001 on January 16, 2017, 02:32:42 pm

### Quote from: rosareven on January 16, 2017, 05:16:53 am

If I catch up to the entire story in time, I might even give overseer a try, but not confident for now yet, no idea what's going on with the fort now...

Well, rebuilding hampered with sieges. Catch up, and you'll know.

# Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: DDDragoni on January 17, 2017, 06:08:14 pm

### Quote from: Fleeting Frames on January 16, 2017, 08:37:22 am

Very weird. Here is it extracted and 7-zipped (https://mega.nz/#!ZkJkSbRY!cgPDnMNm8GcXXRbwalxKVrPb2lsqP4zPQjBW5vHis2Q) (though exactly same size, so rar might be more prudent to try).

Alright, that one worked. I'll start ASAP.

# Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: rosareven on January 22, 2017, 11:55:09 pm

Just caught up. Damn that dragon fire really tore everything apart ever since.

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: Migrant on February 11, 2017, 10:35:44 am

Soo... Is Breadbowl dead or what?

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: HMetal2001 on February 13, 2017, 10:35:50 pm

Thunk: **HOLYSHIT** you scared the crap ouuta me. The hell is it?

MetalHead183: Why isn't there any activity on the wall thread?

Thunk: Like nobody is reporting anything? Thunk can't believe that a day can feel like two weeks and a half.

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: QuQuasar on February 15, 2017, 02:09:43 am

Quote from: HMetal2001 on February 13, 2017, 10:35:50 pm

Thunk: HOLYSHIT you scared the crap ouuta Thunk! The hell is it?

MetalHead183: Why isn't there any activity on the wall thread?

Thunk: Nobody is reporting anything to Thunk! Thunk can't believe that a day can feel like two weeks and a half.

Thunk fixed that for you.

Thunk is willing to call it here. If Thunk does not see any activity in the next few days, Thunk will download the save and provide Breadbowl with an appropriate final chapter.

Much glory will be had! Especially by Thunk!

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS!

Post by: HMetal2001 on February 16, 2017, 02:52:25 pm

MetalHead183: The ☆pig tail mittens☆ are off now.

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS!

Post by: TheBiggerFish on February 16, 2017, 02:54:32 pm

You. Take a turn.

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS!

Post by: Fleeting Frames on February 16, 2017, 07:56:57 pm

If FPS is a concern for overseers, it might be worth noting that I managed to fix most of Bloodyhells single-digit FPS issues just by retiring and unretiring the fortress - with all other hacked fixes in a test I could think of, it made the FPS go from 12 to 210.

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS!

Post by: HMetal2001 on February 17, 2017, 12:06:45 pm

Quote from: TheBiggerFish on February 16, 2017, 02:54:32 pm

You. Take a turn.

Too much RL stuff going on. Probably will have to finish that damned Ongul log by tomorrow or something.

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS!

Post by: **Steedat** on **February 22, 2017, 09:38:54 pm** 

This tale was amazing, I really hope Breadbowl endures. Could I be dorfed, as a male member of the militia if possible, named SteeDat? If there's a last stand against the gobbos maybe I'll show up in the battle reports.

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS!

Post by: rosareven on February 23, 2017, 04:38:10 am

Quote from: QuQuasar on February 15, 2017, 02:09:43 am

Quote from: HMetal2001 on February 13, 2017, 10:35:50 pm

Thunk: HOLYSHIT you scared the crap ouuta Thunk! The hell is it? MetalHead183: Why isn't there any activity on the wall thread?

Thunk: Nobody is reporting anything to Thunk! Thunk can't believe that a day can feel like two weeks and a half.

Thunk fixed that for you.

Thunk is willing to call it here. If Thunk does not see any activity in the next few days, Thunk will download the save and provide Breadbowl with an appropriate final chapter.

Much glory will be had! Especially by Thunk!

I think Breadbowl has had a good run. Some day maybe we can see Breadbowl II, on a proper tropical biome that can grow everything.

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS!

Post by: TheBiggerFish on February 23, 2017, 09:24:39 am

Quote from: Steedat on February 22, 2017, 09:38:54 pm

This tale was amazing, I really hope Breadbowl endures. Could I be dorfed, as a male member of the militia if possible, named SteeDat? If there's a last stand against the gobbos maybe I'll show up in the battle reports.

YOU. TAKE A TURN.

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS!

Post by: Sanctume on February 23, 2017, 10:32:38 am

Quote from: Steedat on February 22, 2017, 09:38:54 pm

This tale was amazing, I really hope Breadbowl endures. Could I be dorfed, as a male member of the militia if possible, named SteeDat? If there's a last stand against the gobbos maybe I'll show up in the battle reports.

You should take a turn, and choose your dwarf and seek glory or death.

The rules are simple, sell all prepared food and drinks, and keep track how much are traded each time.

And then just play and enjoy and jot a few notes on what happened during your game.

Or even when just paused, and you have set plans, and hope dwarfs follow them.

#### Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: Steedat on February 23, 2017, 04:26:49 pm

Quote from: TheBiggerFish on February 23, 2017, 09:24:39 am

YOU. TAKE A TURN.

Quote from: Sanctume on February 23, 2017, 10:32:38 am

You should take a turn, and choose your dwarf and seek glory or death.

The rules are simple, sell all prepared food and drinks, and keep track how much are traded each time.

And then just play and enjoy and jot a few notes on what happened during your game.

Or even when just paused, and you have set plans, and hope dwarfs follow them.

Oh, what the heck. I'll grab the save and give it a go. No harm in dippin' my toes in, right? I've never run a succession fort so I won't set an ETA or promise anything epic, but I should at least be able to play around this weekend.

## Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS!

Post by: Migrant on March 12, 2017, 07:48:37 am

As the designated thread necromancer, I must ask what came to pass during your turn Steedat?

#### Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: TheImmortalRyukan on April 05, 2017, 12:59:47 am

The Immortal Ryukan pokes the tread with a stick

### Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS!

Post by: HMetal2001 on April 07, 2017, 12:52:09 pm

Quote from: TheImmortalRyukan on April 05, 2017, 12:59:47 am

The Immortal Ryukan pokes the tread with a stick

Hey. Ow. Why?

### Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS!

Post by: HMetal2001 on May 13, 2017, 02:54:37 pm

Thunk's thread thunked. Let's see if we can unthunk it. What do you thunk, Thunk?

### Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS!

Post by: Bearskie on June 01, 2017, 04:01:37 am

And somehow, this place still stands.

You know what? I'm gonna throw my hat into the ring here, because Breadbowl deserves a proper end to it's story. It doesn't deserve to sink through these pages, slowly bleeding overseers, until it is left forever unfinished for future readers. This is a fine fort, and I'd say one of the best for our version. A version known for peace, flowers and sunshine - yet somehow, we ended up with massive wall-to-wall sieges, rampaging beasts and burning pyres for years on end, that all culminated in of the most hysterically unfortunate turns in succession fort history (I'm looking at you NCommander). Even through that, Breadbowl endures. At this rate, I'm not sure anything else can kill us off anymore, but I'll be damned if I don't try.

Truth is, I haven't touched DF for the past year, and I've become horrendously incompetent in the mean time. Seriously, I just started a test fort yesterday and couldn't even remember how to assign labors. If you're looking for a guy to horribly mismanage the hundred-odd neurotic Breadbowlites, their equally neurotic pets/war beasts/prisoners/sacrificial tombbuddies, along with their schizophrenic architecture and industry, I'm your dwarf. Forgetting the keys doesn't make me any less of a megaproject engineer, it just makes me a crazy demented megaproject engineer who might kill off half the fort in doing so.

I won't promise updates quickly, but I will at least be updating, which is a small improvement over what we have going on right now. Low FPS is fine, I ran my old fort at 15FPS for over a decade. Just means that the updates will come slower. Heck, I might just leave Breadbowl running in the background while I do other stuff, and probably come back to see another dragon torching our little village again. Heh, Taupe really called that one, didn't he?

If the ayes of Breadbowl have spoken, then I am open for any last-minute dorfings before I crack open this save. Which, for some reason, requires 7zip to open.

### Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: Madman198237 on June 01, 2017, 08:53:54 am

The horrors within must be locked away in appropriate fashion, lest they destroy the interwebs and all that depends on it.

But seriously, it's probably bloated with reports of "AW CRAP DRAGONFIRE" or "AW CRAP SIEGE" or "AW CRAP THE OVERSEER IS ABOUT TO KILL ME".

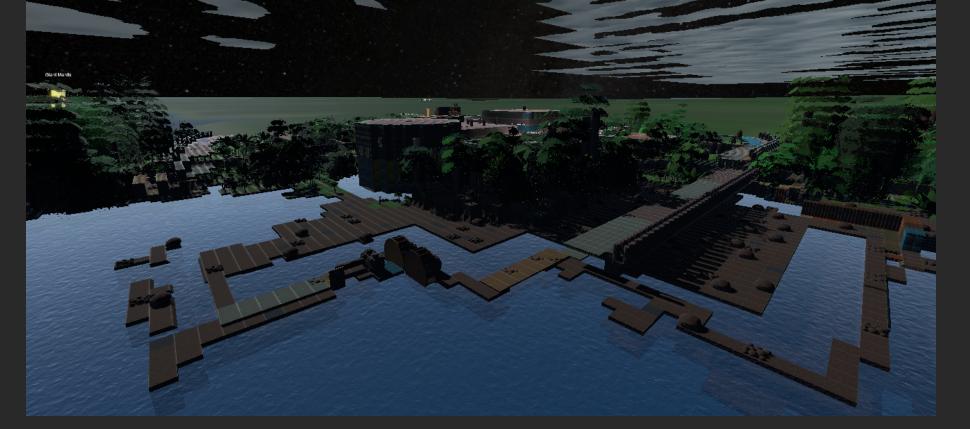
### Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS!

Post by: TheFlame52 on June 01, 2017, 12:14:44 pm

Go for it!

## Title: Re: Breadbasket: a Succession Farm

Post by: Bearskie on June 06, 2017, 11:50:15 am



## Prologue

Breeze in my face. Salty. Like the sea.

Fuck

Waves. They lap against my feet.

My head

Sand in my boots. Coarse and irritating. It gets everywhere.

Arggghhhh kill me now

I hazarded to open an eye, and the moon immediately bore down upon me like a vengeful god. Not ashamed to say I whimpered on the shore like a beaten dog. My head rang like a sore bell. Mental note. Okay, self. Do not ever mix the following eight spirits again in alphabetical order.

- 1. Gutter cruor
- 2. Sewer water
- 3. Fishy... bear wine?
- 4. Cassava bears
- 5. Something purple with little umbrellas in it
- 6. Cabaombol- Fuck it, I can't even pronounce this
- 7. I think it was a small hamster
- 8. Clear water

Sudden strike of inspiration. What if I mix them *backwards?* Mental note. Do try. It's not as if there was anything worth living for here except for the booze. Fucking Breadbowl. Fuck you, whoever decided to settle here in this forsaken heatstroke land with the giant sign above it screaming HILL OF DEATH. Seriously, what the fucking hell were they thinking.

Quote from: QuQuasar on August 14, 2015, 03:22:47 am

I think I found a good embark site:

It's the perfect place!

Now, I know what you're thinking! "Should I be worried that it says "**The Hill of Death**" over there?" But I can assure you, reports of the Hill's Death have been greatly exaggerated. The truth is, it's deathness is not even that death-like! It's more like the hill of deep sleep. And who doesn't enjoy a good sleep now and again?

Dwarves had limited sense of self-preservation, but last time I checked we weren't outright suicidal. Did they just get a pamphlet saying FRIENDLY GOBLINS NEXT DOOR or MEET THE DRAGONS! God, this place. Perhaps I should just off myself right now. Ocean's just another in a long line of things that can kill me. Others includes bolt to the brain, dragonfire, falling trees, death by hamster and catapult drawbridge. Come on you sly bastard, just do it already. Do it. Drop it drop i-

"A-hem."

Ughhhhhh. I knew that voice. That neat, uptight, fourteen-year old voice.

"Have you come to kill me?" I asked hopefully.

"No. In fact, it is within my prerogative to prevent that from occurring." I opened my eyes to Murphy standing over me. Her mayoral badge glinted in the moonlight. "The Czar wishes to see you."

"Goddamnit Murph I dint steal the alcohol this time it was all mine can't you just leave me here to wallow in my own vomit for one fricken day without crawling up my arse..."

Murphy smirked with superiority. "Nope."

Breeze. Waves. Sand. For a brief moment, it wasn't that bad. The prospect of meeting nobles tended to put things into perspective. I let out a groan; it was intentionally theatrical, just for Murphy.

"Fine. But you're gonna have to find my pegleg somewhere, I think I've lost it."

Getting some backstory set up. This is going to be my guy - Ahab Daggerbrass, drunk amputee. Quite the optimistic fellow. Sorry guys, taking awhile with this. I won't be available for next week either so any updates will have to be later. :(

Spoiler: Ahab Daggerbrass (click to show/hide)

"'Ahab' Daggerbrass ♂ Dabbling Axedwarf Dabbling Swordsdwarf Dabbling Armor User Dabbling Discipline Novice Observer (Rusty) Dabbling Fighter Dabbling Wrestler Dabbling Dodger Skilled Carpenter (V Rusty) Novice Butcher (Rusty) c: Combat b: Labor Enter: View Activity

He is married to Lukum
Boltveiled. He is the son of Ati
He is a citizen of The Old Net
He is a former member of The Ca
The Farm of Hammers. He arrived
year 238.
He is thirty-two years old born
ideburns a one chilu. Wallroasted. The Farm of Hammers. the former hammerer of the formestone in the Lokum Stillbridged and has on son of Atis Riverbrass and Sazir Wa he Old Nets. He is a member of The of The Canyons of Fury. He is the He arrived at imarust on the 23rd year 238.
He is thirty-two years old, born on the 1st of Granite in the yellow this medium-length sideburns are neatly combed. His very look is neatly combed. His medium-length beard is neatly combed. clean-shaven. His slate gray eyes are slightly sunken. His gone. His pale pink skin is slightly wrinkled. His right upper His somewhat short ears are somewhat splayed out. He is very rarely sick strong and slow His hair is burnt sienna to tire, but he is f likes chromite, nickel, chrysoprase, ora and dogs for their loyalty. When possible, pearl millet beer and rye flour. He abso Uristkonos likes xes, flutes and do nautilus, pearl relationships. meager creativity, a large dericit of willpown and linguistic ability. Like others in his culture, he holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values martial prowess, values leisure time, respects commerce and finds nature somewhat disturbing. He dreams of crafting a masterwork someday, and this dream was realized.



Caste: Dwarf Age: 32 Years Old

Gender/Orientation Male - Heterosexual

#### Skills:

- [14] Grand Master Spinner 17.7k/18.0k xp (83.5%)
- [9] Professional Potash Maker 9.2k/9.5k xp (81.1%) Rusty
- [4] Skilled Carpenter 3.3k/3.5k xp (73.6%) V. Rusty
- [3] Competent Miller 2.5k/2.6k xp (81.5%) Rusty
- [3] Competent Speaker 2.4k/2.6k xp (76.8%) Rusty • [3] Competent Metal Crafter 1.9k/2.6k xp (18.8%)
- [2] Adequate Cook 1.4k/1.8k xp (48.6%) Rusty
- [1] Novice Herbalist 1.1k/1.1k xp (96.7%)
- [1] Novice Observer 992/1.1k xp (82.0%) Rusty
- [1] Novice Mechanic 900/1.1k xp (66.7%) Rusty
- [1] Novice Butcher 660/1.1k xp (26.7%) Rusty

Personality: Often feels envious of others. Desires little in the way of possessions. Is stubborn. Has little interest in joking around. Often acts with compassion. Generally acts with a narrow focus on the current activity. Tends to consider what others think of them. Is quite comfortable with others that have a different appearance or culture. Does not generally respond to emotional appeals. Is slow to trust others. Lives at a high-energy kinetic pace. Has a tendency to consider ideas and abstractions over practical applications. Really respects those that take the time to master a skill. Respects fairness. Dreams of crafting a masterwork someday, and this dream was realized.

Preferences: Likes orangutan tooth, chrysoprase, nickel, chromite, dogs, flutes and battle axes. Prefers to consume rye flour, pearl millet beer and nautilus. Hates fire snakes.

A short, sturdy creature fond of drink and industry.

### Dorfings:

Spoiler: Faker (click to show/hide)

Propped you up with a nice artifact headgear as you requested.



He is married to Zas Ropewayward. He is the son of Zon Claspsneaks and Kel Shortaxes.

He is a citizen of The Old Nets. He is a member of The Farm of Hammers. He is a former member of The Bent Wire. He is a former member of The Short Quakes former member of The Short Quakes to the off Slate in the year 252. He is one hundred twenty-one years old. born on the 20th of Linestone in the year 131. His round wide-set slate gray eyes have very large irises. His long sideburns are neatly combed. His very long moustache is neatly combed. His very long houstache is neatly combed. His very long beard is arranged in double braids. His hair is clean-shaven. His cinnamon skin is wrinkled. His nose is slightly hooked. His somewhat tall ears are somewhat narrow. His hair is gray with flecks of burnt sienna. He is very slow to tire. Faker' Ginetoltar likes saltpeter, zinc, lace agate, desert lime wood wood, giant hare leather, the color auburn and leather armor. When possible, he prefers to consume unicorn and carambola wine. He absolutely detests bark scorpions.

He has poor focus, a meager kinesthetic sense bad intuition, a very bad sense of empathy and poor spatial senses. He absolutely detests hark great deal of respect for the law, greatly prizes loyalty, balves fan a great deal of respect for the law, greatly prizes loyalty, balves fan a great deal of respect for the law, greatly prizes loyalty, balves fan a great deal of respect for the law, greatly prizes loyalty, balves fan a ward their works, has a great deal of respect for the law, greatly prizes loyalty, balves fan a ward their works, has a great deal of respect for the law, greatly prizes loyalty, balves fan a ward their labors, respects fair-dealing and fair-play, finds work had at their labors, respects fair-dealing and fair-play, finds work had at their labors, respects fair-dealing and fair-play, finds work had be sured time, respects commerce and finds nature somewhat disturbing we have some of crafting a masterwork someday.

He is completely wrapped up in his

Faker' Crewedgilt ('Faker' Crewedgilt)

Caste: Dwarf Age: 121 Years Old

Gender/Orientation Male - Heterosexual

Skills:

- [2] Adequate Furnace Operator 1.5k/1.8k xp (57.1%) Rusty
- [2] Adequate Metalsmith 1.5k/1.8k xp (57.1%) Rusty

Personality: Is always tense and jittery (More likely to stumble obliviously and go stark raving mad.). Does not often feel lustful. Is somewhat fearful in the face of imminent danger. Is generally quite confident when undertaking specific ventures. Is completely wrapped up in their own appearance, and personal matters. Has an active sense of humor. Is sometimes cruel. Is curious and eager to learn. Can sometimes act without deliberation. Is assertive. Values romance. Doesn't see cooperation as valuable. Dreams of crafting a masterwork someday.

**Preferences:** Likes giant hare leather, desert lime tree wood, lace agate, zinc, saltpeter, leather armor and the color auburn. Prefers to consume carambola wine and unicorn. Hates bark scorpions.

A short, sturdy creature fond of drink and industry.

This is a frilly giant wild boar leather head veil. All craftsdwarfship is of the highest quality. It is encrusted with round jet cabochons and encircled with bands of round microcline cabochons and rose cut resin opals. This object menaces with spikes of giant wild boar leather and cotton plant fiber. On the item is an image of dwarves in skunk leather. The dwarves are laboring. The artwork relates to the foundation of Breadbowl by The Farm of Hammers of The Old Nets in the early spring of 236. On the item is an image of Amost Magickey In The Time Of My Ancestors the cow bone-bound codex in alpaca wool.

<u>Spoiler: Rosareven</u> (click to show/hide)

Positively ancient, been around since the early days. One-handed miner of the fort, plus you've lost your tongue, heh heh.

Rosareven' Sazirokang, Miner
Rosareven' Bridgeyore

right upper arm
left upper arm
left lower arm
left lower arm
left hand
left hand
right upper leg
left upper leg
right lower leg
left foot
left foot
left ear
right lung
left lung

She is married to Edem Claspransack and Thikut Heal She is a citizen of The Hammers. She is a former militia captain of The Farm The Farm of Hammers. She arryear 241. Pointyguild Endok Healertrumpets.
The Old Nets. She is the militia cap of Sandstone er member of T arm of Hammers arrived at ím former ain of She the captain i s ímarust year She hundred thirty-three years old. 24 t h the o f beyond recognition.

Her hair is clean-shaven. Her

hair is gray with flecks of

arm is gone. Her skin is burnt somewhat short nose white. <mark>Her tongue is</mark> t umber. Her eyes are slate gray tire, but she is clumsy and very weak azirokang likes tetrahedrite, pig blor aquamarine, flasks, horses for dams. When possible, she prefers to absolutely detests mosquitos, reat ability to focus, but she has a bad sense of empathy and very bad analysis. to tire, bu Sazirokang color aqua iron, their

Rosareven' Bridgeyore ('Rosareven' Bridgeyore)

Caste: Dwarf Age: 133 Years Old

Gender/Orientation Female - Heterosexual

#### Skills:

- [15] Legendary Miner 19.3k/20.0k xp (63.3%)
- [8] Expert Weaponsmith 7.3k/8.1k xp (40.9%)
- [5] Proficient Dyer 4.2k/4.5k xp (73.2%) V. Rusty
- [4] Skilled Presser 3.4k/3.5k xp (84.4%) V. Rusty
- [4] **Skilled Tanner** 3.0k/3.5k xp (44.4%) **V. Rusty**
- [4] Skilled Observer 3.0k/3.5k xp (43.3%) V. Rusty
- [3] Competent Striker 1.9k/2.6k xp (9.5%) Rusty
   [3] Competent Teacher 1.8k/2.6k xp (2.5%) Rusty
- [2] Adequate Dodger 1.7k/1.8k xp (92.7%) Rusty
- [2] Adequate Fighter 1.7k/1.8k xp (89.4%) Rusty
- [2] Adequate Organizer 1.3k/1.8k xp (30.0%) Rusty
- [1] Novice Discipline 970/1.1k xp (78.3%) Rusty
- [1] Novice Student 800/1.1k xp (50.0%) Rusty
- [1] Novice Concentration 800/1.1k xp (50.0%) Rusty

Personality: Can easily fall in love or develop positive feelings. Does not easily hate. Is very slow to anger. Tends to be a little wasteful when working. Doesn't mind wearing something special now and again. Tends to form only tenuous emotional bonds with others. Doesn't seek out excitement. Greatly prizes loyalty. Does not care about family one way or the other. Does not really value skills related to fighting. Doesn't see cooperation as valuable. Values independence. Finds maintaining decorum a waste of time. Greatly respects artists and their works. Respects power. Dreams of crafting a masterwork someday.

**Preferences:** Likes clear glass, amber opal, pig iron, tetrahedrite, beaver men, horses, flasks and the color aquamarine. Prefers to consume mead, leeks and cave fish. Hates mosquitos.

A short, sturdy creature fond of drink and industry.

Spoiler: Steedat (click to show/hide)

Up-and-coming axedwarf, part of the trainees squad. You could've either be Ahab's son or this guy; I chose the latter for you, because that would have been weird. If you want to be my son though, just let me know - he's an axedwarf as well.

Steedat' Rigothnosing, Axedwarf
Steedat' Craftsbrushed

Watch Biting Demonstration
Professional Axedwarf
Expert Shield User
Skilled Armor User
Adequate Siege Operator (Rusty)
Master Discipline
High Master Observer
High Master Fighter
Talented Wrestler
Proficient Biter
Talented Striker

He is married to Dishmab Lancepaints. He is the son of Fikod Whippedacted and Fikod Fordtraded. He is a citizen of The Old Nets. He is a member of The Farm of Hammers. He is a former member of The Cloisters of Culmination. He arrived at imarust on the 20th of Malachite in the year 250. He is eighty years old, born on the 26th of Felsite in the year 172. He has a very deep voice. He has a jutting chin. His sideburns are clean—shaven. His very long moustache is neatly combed. His medium—length beard is arranged in double braids. His long hair is neatly combed. His ears are tall. His slate gray eyes are somewhat narrow. His hair is burnt sienna with a touch of gray. His skin is cinnamon. He is absolutely inexhaustible, unbelievably strong, amazingly agile and incredibly tough, but he is susceptible to disease. Steedat' Rigothnosing likes puddingstone, bismuth, red zircon, the color vermilion, cats for their aloofness and blizzard men for their pointy ears. When possible, he prefers to consume thornback ray, yak cheese, date wine and bumblebee royal jelly. He absolutely detests toads. He has an astounding feel for the position of his own body, an unbreakable will, a stunning feel for spatial relationships, great analytical abilities and a deep well of patience.

# o 'Steedat' Craftsbrushed ('Steedat' Craftsbrushed)

Caste: Dwarf
Age: 80 Years Old
Gender/Orientation Male - Heterosexual

#### Skills:

- [13] High Master Fighter 15.8k/16.1k xp (84.7%)
- [13] High Master Observer 15.8k/16.1k xp (81.9%)
- [12] Master Discipline 12.7k/14.3k xp (5.5%)
- [9] Professional Axeman 9.3k/9.5k xp (82.3%)
- [8] Expert Shield User 6.8k/8.1k xp (1.6%)
- [7] Adept Student 6.3k/6.8k xp (61.7%)
- [7] Adept Concentration 6.3k/6.8k xp (61.7%)
- [7] Adept Dodger 5.7k/6.8k xp (11.2%)
- [6] Talented Wrestler 5.3k/5.6k xp (77.1%)
- [6] Talented Striker 5.3k/5.6k xp (76.1%)
- [5] Proficient Biter 3.8k/4.5k xp (30.2%)
   [4] Skilled Armor User 2.7k/3.5k xp (12.7%)
- [3] Competent Kicker 2.2k/2.6k xp (53.8%)
- [2] Adequate Teacher 1.6k/1.8k xp (68.6%)
- [2] Adequate Siege Operator 1.5k/1.8k xp (57.1%) Rusty
- [2] Adequate Misc. Object User 1.3k/1.8k xp (34.4%)
- [2] Adequate Organizer 1.1k/1.8k xp (0.0%)
- [1] Novice Thresher 960/1.1k xp (76.7%) Rusty
- [1] Novice Speaker 549/1.1k xp (8.2%) Rusty

Personality: Can be very happy and optimistic. Has a calm demeanor. Likes to brawl. Has a noticeable lack of perseverance. Is quite polite. Is generally quite confident when undertaking specific ventures. Takes offered help and gifts without feeling particularly grateful. Has an active sense of humor. Doesn't tend to hold on to grievances. Is very humble. Does not go out of their way to help others. Doesn't generally think before acting. Tries to keep their things orderly. Lives a fast-paced life. Finds friendship burdensome. Values a harmonious existence. Is put off by merrymaking. Does not care about fairness. Dreams of raising a family.

**Preferences:** Likes red zircon, bismuth, puddingstone, blizzard men, cats and the color vermilion. Prefers to consume bumblebee royal jelly, date wine, yak cheese and thornback ray. Hates toads.

A short, sturdy creature fond of drink and industry.

Also, anyone know that our mayor is a teenager? <a href="Spoiler">Spoiler</a> (click to show/hide)

She is the daughter of Nil Taxedrings and Onul Cobaltland. She is a worshipper of Zefon. She is a citizen of The Old Nets. She is a member of The Farm of Hammers. She is the mayor of The Farm of Hammers. She is the mayor of The Farm of Hammers. She is the mayor of The Farm of Hammers. She is fourteen years old, born on the 11th of Granite in the year 238. Her slate gray eyes have very large irises. She has a narrow chin. Her nose bridge is slightly convex. Her hair is wavy. Her medium-length hair is neatly combed. Her head is somewhat tall. Her hair is burnt sienna. Her skin is dark peach.

She is nightly but she is clumsy. When he she had a sense of the property of the propert

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: TheFlame52 on June 06, 2017, 11:59:55 am

Is Kol still there? I seem to remember his last name having brass in it.

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: Bearskie on June 06, 2017, 12:07:50 pm

Kol's there, no worries. Wouldn't touch our fort's resident badass if I wanted to survive.

### Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: TheFlame52 on June 06, 2017, 12:47:58 pm

Alright, cool

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: Madman198237 on June 06, 2017, 01:25:17 pm

IT LIIIIIIVES!!!

Now then.

What sort of dwarfs are there? I kind of want to be a legendary/high-grade weapon/armor smith, if one's available. I'll come up with a name in a minute.

Secondary combat capability is a bonus.

# Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: Bearskie on June 06, 2017, 11:32:13 pm

Hahaha, remember the days when we had legendary weapon and armorsmiths?

Well, they're all dead now.

Spoiler (click to show/hide)

This is the best armorsmith in the fort at the moment, although he moonlights as a brewer.



Caste: Dwarf Age: 104 Years Old

Gender/Orientation Male - Heterosexual

#### Skills:

- [12] Master Brewer 13.8k/14.3k xp (72.4%)
- [7] Adept Animal Trainer 6.3k/6.8k xp (60.8%)
- [5] Proficient Armorsmith 4.4k/4.5k xp (90.8%)
- [3] Competent Herbalist 1.8k/2.6k xp (0.0%)
- [2] Adequate Animal Caretaker 1.5k/1.8k xp (57.1%) Rusty
- [2] Adequate Miner 1.4k/1.8k xp (42.9%) Rusty
- [2] Adequate Cook 1.1k/1.8k xp (1.4%) Rusty

Personality: Does not easily hate. Doesn't focus on material goods.

Occasionally overindulges. Doesn't mind a little discord in day-to-day living. Is very polite and observes appropriate rules of decorum when possible. Is extremely confident in situations requiring their skills. Has little interest in joking around. Is generally unhindered by the thoughts of others. Often changes their mind to agree with somebody else. Is somewhat uncomfortable around those that seem unusual or live differently. Tends to be passive in discussions. Lives at a high-energy kinetic pace. Disregards tradition. Finds the ideas of independence and freedom somewhat foolish. Sees working hard as a foolish waste of time. Dreams of mastering a skill.

**Preferences:** Likes koala tooth, mountain goat leather, moss opal, bismuth bronze, magnetite, alpacas, piccolos, boxes/bags, bucklers and the color moss green. Prefers to consume prickle berry wine, cuttlefish and giant sperm whale. Hates lizards.

A short, sturdy creature fond of drink and industry.

### Spoiler (click to show/hide)

At thirteen years old, this is the best metalcrafter in the fort. He is apparently, according to his profession, the Minister of Sanitation as well.



Caste: Dwarf Age: 13 Years Old

Gender/Orientation Male - Heterosexual

### Skills:

- [5] **Proficient Metal Crafter** 4.1k/4.5k xp (64.0%)
- [3] Competent Observer 2.1k/2.6k xp (40.6%) Rusty
- [1] Novice Speaker 705/1.1k xp (34.2%)

Personality: Occasionally overindulges. Tends to be a little tight with resources when working. Doesn't mind a little discord in day-to-day living. Is somewhat quarrelsome. Is not inherently proud of their talents and accomplishments. Is generally quite hopeful about the future. Is generally unhindered by the thoughts of others. Never fails to seek out the most stressful and even dangerous situations. Has a tendency to consider ideas and abstractions over practical applications. Values self-control. Finds romance distasteful. Dreams of raising a family.

**Preferences:** Likes green glass, green zircon, silver, hornblende, blue peafowls and the color slate gray. Prefers to consume pendant amaranth seeds, purple amaranth beer, moghopper and floating guts. Hates bats.

A short, sturdy creature fond of drink and industry.

### Spoiler (click to show/hide)

Second best weaponsmith of the fort, and the only one who has complementary combat experience. I could draft her into the training squad if you want.



Caste: Dwarf Age: 130 Years Old

Gender/Orientation Female - Heterosexual

#### Skills

- [11] Great Tracker 12.5k/12.6k xp (93.8%)
- [3] Competent Axeman 1.8k/2.6k xp (0.0%)
- [2] Adequate Trapper 1.5k/1.8k xp (57.1%)
- [2] Adequate Weaponsmith 1.5k/1.8k xp (57.1%)
- [1] Novice Shield User 500/1.1k xp (0.0%)
- [1] Novice Armor User 500/1.1k xp (0.0%)
- [1] Novice Discipline 500/1.1k xp (0.0%)
- [1] Novice Observer 500/1.1k xp (0.0%)
- [1] **Novice Dodger** 500/1.1k xp (0.0%)
- [1] **Novice Climber** 500/1.1k xp (0.0%)

Personality: Often feels discouraged (More likely to slip into depression and be stricken by melancholy.). Is slow to anger. Often feels lustful. Can handle stress. Prefers that everyone live as harmoniously as possible. Could be considered rude. Is pleased by their own appearance and talents. Tends to assume the worst of two outcomes will be the one that comes to pass. Forms only fleeting and rare emotional bonds with others. Is slow to trust others. Values romance. Dislikes cooperation. Doesn't care if others take the time to master skills. Dreams of raising a family.

Preferences: Likes alpaca wool, sapphire, trifle pewter, phyllite, clown loaches and crowns. Prefers to consume whip wine. Hates mosquitos.

A short, sturdy creature fond of drink and industry.

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS!

Post by: HMetal2001 on June 07, 2017, 04:54:34 am

Is the Metalhead still alive?

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: TheImmortalRyukan on June 07, 2017, 05:18:05 am

or sylvenial carry areas on said off 2017, ostilotos an

### HAPPY 100TH PAGE BREADBOWL....

Oh what the heck sign me back up

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: Bearskie on June 07, 2017, 05:27:37 am

Tells you alot about a succession fort when the first thing people ask you is whether their dwarf survived the turn. Metalhead's doing alright, Broseph's year was relatively peaceful. It seems that our siege numbers are dwindling these days - no more large, 100+ goblin sieges. Feels like a good time to end.

Sup Ryukan, welcome back! Now all we need is Quasar and we can make this a party. Special requests for a dorf, or random roll?

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: TheImmortalRyukan on June 07, 2017, 05:46:06 am

does double take

Bearskie? Wow, havent seen you since Constructivory

remembers it was his turn that killed the fort

Oooh, sorry m8 🗓

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS!
Post by: Madman198237 on June 07, 2017, 08:49:12 am

Alrighty, please dwarf me as Lor Fenceallies.

New name: Beor

((Now taking bets on how long I live! Now taking bets!))

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: Sanctume on June 07, 2017, 11:50:54 am

I my re-dorf is named Dirk, a miner. Is he still alive?

I want a dorf who will train as a knife fighter, if we have any large dagger around.

If not, I'll settle for any foreign weapon like a whip, scourge, morningstar, flail.

I don't think dorfs can handle maul, pike, halberds, or long swords.

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: HMetal2001 on June 12, 2017, 08:20:56 am

MetalHead183 walks to his room with a fine combat log of the 14th year of Breadbowl with an oil lamp in hand

"I need to get this off. What happened that day? The day that web-spinning zebra came to kill our people. The day I finally got to do

something. I don't know, but those notes there can tell."

#### Page 1

- -One axe lord and Sanctume accidentally strike at one another, or they were sparring with their artifact weapons. Their attacks on the beast were deflected and blocked.
- -FB topples 3 mechanics' workshops.
- -FB decapitates an engraver. And then shoots out webs.
- -Kol's wife, Litast, a leatherworker, actually had an iron battle axe. The FB grabs her and yanks her into its webs. And then breaks her ankle. Later, it kicks her in the head, and she skids across the ground and slams into an obstacle.
- -FB toys with a brewer, then kicks him/her in the head, opening an artery. The brewer, propelled by the blow, slams into a diagnoser. Another artery is opened. The diagnoser then skids on the surface and slams into an obstacle.
- -FB shoots out webbing, grabs a cook, and kicks him/her in the head, with the head exploding into gore. Then, propelled by the force of the blow, the cook slams into an obstacle.

#### Page 2

- -More webbing. A mason dies.
- -More webbing. A leatherworker dies.
- -More webbing. Brewer dead. Diagnoser dead.
- -More webbing. Cook dead.
- -More webbing. A furnace operator bites the FB, tearing the fat, and latches on firmly. FB kicks him, bruising muscle and left lung. FB breaks the grip of the furnace operator. Grabs a miner. Releases the miner. Shoots more webs. Furnace operator caught in webs. Head smashed into a pulp.

#### Page 3

-Multiple webbings later (in the midst of two axe lords sparring, I guess), the Queen Consort is grabbed by the FB by the ear, tongue, and kicks her in the head, propelling her away, and trapping her in webs before her death.

### Page 4

- -FB strikes hammerer (probably Imic), and turns his head into a lump of gore.
- -FB kicks a cook's head into gore.
- -Glassmaker dead.
- -Cook and Miner-Buttmonkey dead.
- -Brewer dead.

Page 5

### "AHH FUCK IT I CAN'T READ THIS ANYMORE!"

"Calm the fuck down. Only you're reading this, MetalHead. Only your sorry ass is reading this."

### Journal of MetalHead183, militia captain

I remember now. I remember. I remember Kol. I remember that damn woodcutter with that steel battle axe. Who was it? Rovod? I remember the three of us taking down that monster.

So she started hacking away. Then Kol came in. Then I came along, to hack away. Kol kept on stabbing with his fancy artifact spear, and she kept on hacking. Then that beast shoots more webs. We're all caught in it, with a kid, whose sleep was disturbed. Rovod got out and hacked away, tearing the skin. Then I got out and sliced a hoof, and hacked its neck. Its head then flies away as though I threw a pebble into the grass. Just like that.

Well, 62 citizens of Breadbowl died that day, but there's no need to feel vengeful now. We're still here, after all. Eh, now I need to go back to spar with Kol.

### 00C:

I was meaning to post this a *loooooooooooonnnnggggggg* time ago. As an annotated combat log, but I thought it'd be better to see things in MetalHead's eyes.

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: TheFlame52 on June 12, 2017, 02:24:30 pm

Actually Kol's wife was already dead. He and Big Sibrek were bumping uglies. It's cool that I helped kill a terrible forgotten beast though. Is Big Sibrek okay?

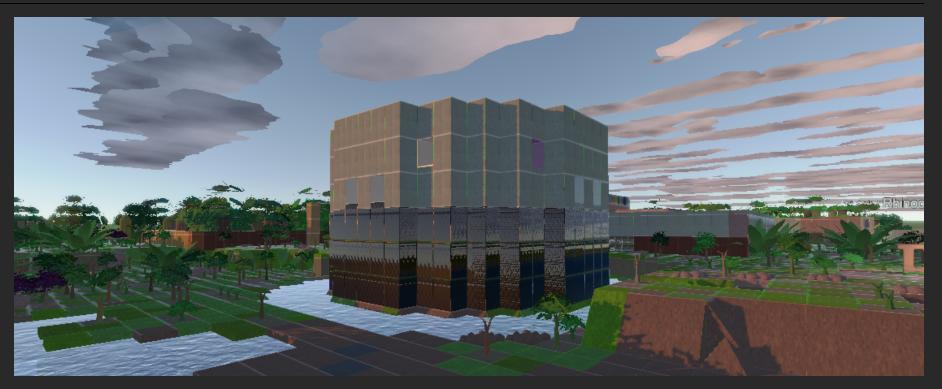
Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: Japa on June 14, 2017, 01:56:38 pm



Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: Madman198237 on June 14, 2017, 01:58:20 pm

I got no clue what I'm looking at.... Composite view from above? As in, taking each z-level into account moving downwards?

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: Bearskie on June 16, 2017, 11:06:21 am



## 1: Responsibilities

Murphy dragged me up the king's tower, a garish monstrosity peeking out from behind the storeroom quarters like a lecherous lover. Gold and silver furniture adorned its insides – heavy, shiny, and ridiculously extravagant. Never say Sibrek wasn't a proper old king. A prick and an arse, but definitely a real king, at least up until the point he fucking died when a forgotten beast caved his skull in. The floor told us who was in charge of Breadbowl now, and she was standing right in front of us.

Spoiler (click to show/hide)





"You're late, both of you. Terribly inefficient use of time if you ask me. We might as well get this done with quickly, so take a seat. I'm sure you're interested to know why I called you here."

Over a dozen potential reasons why, all not good. There was the incident with the exploding booze last week for starters. No idea how that happened. Then there was the accidental spiking of the bird feed with gutter creor. Admittedly might have had a hand in that. What else? The wall? Nonono, it was impossible she could know about that...

"The past year has been a tremendously productive year for Breadbowl, spearheaded by my guidance through various initiatives, and we have far surpassed many of our initial production goals..."

God, she was going for the whole propaganda intro. I looked around to see if there were any windows I could throw myself out, but they were all locked.

"...All this while the citizens of Breadbowl live safer, plentiful and beautiful lives. Thus, it pains me even more to say this. After much internal deliberation on my part, I have decided to relinquish my position as Overseer of Breadbowl."

Spoiler: Hmm, I wonder why? (click to show/hide)

She doesn't feel anything due to inebriation. Within the last season, she felt satisfied at work. She felt lonely after being away from people for too long. She was bored after being unable to practice a craft for too long. She was uneasy after a lack of decent meals for too long. She was bored after a lack of decent meals for too long. She was bored after a lack of abstract thinking for too long. She felt lonely after being unable to make merry for so long. She was uneasy after being unable to take it easy for so long. She felt lonely adter being away from friends for too long. She was uneasy after being unable to take it easy for so long. She felt lonely adter being away from friends for too long. She was uneasy after being unable to take it easy for so long. She felt satisfied at work. She didn't feel anything after seeing a elk bird die. She didn't feel anything after seeing a fet seeing a goblin die. She didn't feel anything after seeing the goblin Nguslu Sinfulsculpted die. She didn't feel anything after seeing a giant hamster die. She didn't feel anything after seeing a giant hamster die. She didn't feel anything after seeing a gray langur die. She didn't feel anything after seeing a gray langur die. She was content after having a pretty decent drink. She was blissful after sleeping in a great bedroom. She didn't feel anything to be uncovered. She felt

I choked. Okay, didn't see that one coming. After the old hag took over last year and declared herself Czar-for-life, I didn't expect her to give up the reins that soon. Perhaps running this place was crazier than it seems. By the looks of it, Murphy was surprised as well.

"Of course, being the Czar Eternal, I still reserve foremost authority in all of Breadbowl's affairs," she hastily added. Sure thing, lady. "Merely that I believe that it is healthy for the Overseership of this settlement to fall onto fresh eyes, indeed those with more unique perspectives compared to I..."

"Fucking finally," I growled.

"Shut up Ahab," she snapped. "Murphy, I'm tasking you with the day-to-day management of Breadbowl. You've already been mayor for a while, haven't you? I trust that you will make great strides in advancing our cause, for the betterment of the Old Nets."

If Murphy was surprised before, now she was positively shell-shocked. I, on the other hand, couldn't even begin to sputter at the ridiculousness of it all.

"You're putting a fourteen-year-old in charge?!"

"Mayor Murphy has proven herself to be widely qualified in all aspects regarding the Overseer position..."

"That's not a high bar isn't it. Even Thunk became Overseer."

"And he proceeded to save Breadbowl, many times if I can recall. What's your point, Ahab?"

"My point is that I've got loincloths older than her!"

"Need I remind you that said loincloths were up until recently worn by a certain drunk dwarf as he danced topless across the outer walls, singing lewd songs about hamsters and elderberries." Aha, so she did know. Thoroughly defeated, my hands assumed a submissive gesture. "As for you, I didn't bring you here to debate the merits of Murphy's promotion. Here," I was handed a combat report, the ink still fresh on its pages. "Read this. There was a goblin attack an hour ago."

My interest perked, I flipped through the red-yellow pages, complete with crude renditions of the scene.

### COMBAT LOG #11473

Spoiler (click to show/hide)



**Hour 2315:** Unidentified figures sighted along the southern perimeter.

**Hour 2318:** Unids confirmed as hostile contacts – one goblins and three elves, armed.

Hour 2325: Primary squad the Shafts, led by Big Sibrek are dispatched as first respondents.

**Hour 2326:** Trainees squad is mobilized, high on alert for further contacts.

**Hour 2330:** Senior officer and Former Overseer Thunk makes first contact by, quote eyewitness account, charging at hostiles roaring "THUNK WILL DEFEND BREADBOWL! THUNK CHARGE AT BAD GOBLINS! THUNK SMAAAASSHHHH!"

**Hour 2331:** Hostile forces flee without combat. Two elves divert further indoors, and are caught by cage traps. Remaining hostiles escape south past the southern bridge, with Thunk in pursuit.

**Hour 2335:** Pursuit is unsuccessful. Goblin hostiles escape. **Hour 2336:** "THUNK WILL DESTROOOYYYY YOOOUUUU!"

Spoiler (click to show/hide)

Y Y Atu Malduzslaxu, Goblin Bowman Stozu Tosnungnokang, Elf Bowman Stozu Tosnungnokang, Elf Bowman Stozu Tosnungnokang, Elf Crossbowman Stozu Tosnungnokang, Elf Cross

"Small raiding party, unknown motives, two caged prisoners." I couldn't help but grumble. "Gee I wonder why I was summoned..."

Czar Kadol appeared irritated. "Enough with the insolence, Ahab. I'm sure you understand the need for this. The captured elves are under Captain Likot's supervision; you two are to work together for the interrogation. Now catch."

Something shiny came flying my way; I didn't bother to catch. The tin badge landed and clattered noisily around my feet.

"Consider yourself reinstated, Hammerer."

Spoiler (click to show/hide)



Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: TheFlame52 on June 16, 2017, 11:11:55 am

I've seen this in other old forts. They're down to the dregs. Soon sieges will be nothing but a single recruit and a few dozen trolls. Could someone look at the save in Legends Viewer and see what the goblins' population is?

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: Bearskie on June 16, 2017, 11:26:23 am

All the sieges so far have been staged from Icecoastal, a nearby elven settlement that has been conquered by the Hells of Emancipating. As of now, their population is:

However, I've learned not to trust population numbers in Legends, since alot of post-worldgen is conducted with proxy numbers. If you pull up an older Breadbowl save, you'll see that Icecoastal's numbers are higher, but not significantly so (200 elves and leopards approx). What irks me though is the mechanic where we can only receive sieges from the nearest goblin settlement, instead of the entirety of the civilization, whom we are apparently at total war with.

I mean, just look at the numbers they have at their home base. If they wanted to, they could wipe us out like a speck.

It feels like the days of giant sieges in Breadbowl are gone. I might just choose to dig deep and end it with a blaze.

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: Madman198237 on June 16, 2017, 11:37:10 am

The solution is to retire the fort, go clean them out with an adventurer, and get sieges from the big population of goblins.

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: TheFlame52 on June 16, 2017, 11:38:21 am

Huh. In Bastiongate, which admittedly ran much longer, I managed to reduce the nearby goblin civilization down to just a dozen goblins, their demon, and a few thousand trolls. Maybe that bug wasn't around in 0.40?

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: Bearskie on June 17, 2017, 03:35:17 am

Btw Sanctume, Dirk the Lazy Bastard is still 100% alive. I'll go try to wrest a dagger from some dead corpses for him to train with.

Quote from: Madman198237 on June 16, 2017, 11:37:10 am

The solution is to retire the fort, go clean them out with an adventurer, and get sieges from the big population of goblins.

Heh, I liked this idea. Unfortunately Breadbowl crashes on unretirement. :( I'm already starting to get crashes even in fortress mode - lost a whole month's progress and had to revert to an earlier save. Hopefully the crashes don't persist.

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: Sanctume on June 17, 2017, 01:20:11 pm

This is great.

I would like to see this wrapped up though, and plan towards BB2 where we send squads of cooks to far away civs or some such in search of rare cooking ingredients whenever the next version comes out.

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: Bearskie on June 17, 2017, 11:08:58 pm

What, like...

- Hand over all your artifact plump helmet roasts... or die.
- Accept agreement? (y/n)

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: HMetal2001 on June 18, 2017, 01:13:56 pm

I can already picture a drunk, horn-helmeted, loincloth-wearing dwarf on the hunt for the legendary Asalt shaker.

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: Bearskie on June 24, 2017, 03:19:10 am

Ugh, sorry guys. I'm going to throw in the towel here and call it quits.

Progress has been glacial both in-game and out. Unfortunately its not even the game part that gets me - its the writing. I've put myself under alot of pressure as this is Breadbowl's final turn, devising all sorts of plot points, characters, motivations, that started to resemble more of a novel than a succession game. Eventually somewhere down the line I realised that I'm just not the best person to get this done with. My writing's not what it used to be, and I feel like I lack the chops to give Breadbowl the satisfying ending it deserves. It would be a disservice to this fine fort, personally, if I were to soldier on with subpar updates despite knowing this.

Again, deeply sorry for the disappointment.

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: Madman198237 on June 24, 2017, 08:54:24 am

Hey, it's all right. We won't blame you. Somebody's got to finish up Breadbowl's story here, and it ought to be a good writer (Read: Definitely not me).

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: TheFlame52 on June 24, 2017, 09:29:07 am

I've been in that same bind.

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: HMetal2001 on July 07, 2017, 11:55:44 am

My laptop is having a stroke, so nothing from me. Sorry guys

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: QuQuasar on July 07, 2017, 07:31:39 pm

Oh wow, hello again Breadbowl. Been a while. I didn't realise this had been started up again until I got an email about a PM from Sanctume.

Unfortunately, I'm in not in a position to help finish the story myself right now, but it deserves an ending.

Bearskie, if I might offer a less work-intensive solution than the novel you'd started writing: my plan for Breadbowl's final pages was simply to use DFHack to spawn in a dragon and then fight it as best I could, letting events play out naturally from there, making sure to record for posterity the way in which each named dwarf went out.

It's finally time for **Acathi Fortuneswelter the Jewel of Glows** to make his appearance, and end this story in fire. You have my permission as OP to do this, if you want.

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: Sanctume on July 08, 2017, 01:06:22 am

Bearskie has a pdf version (400+ pages) and it's a capture of the forum posts. I am thinking of converting Breadbowl into a more reader-friendly pdf version.

I would like input if I should include just the story posts and images. Or if I should also include the posted comments in between posts. This is a casual time project in between my gaming time.

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: Bearskie on July 08, 2017, 01:30:53 am

Unfortunately, the problem is that I find myself lacking in motivation and skill to write such an ending, even having the whole story planned out, which was why I resigned my turn.

As it were, the general idea during my turn was to build a large Ark, in which the citizens of Breadbowl would sail away on in the face of an off-screen existential threat. Building it would have entailed anchoring to the sea floor using NCommander's Ocean-Be-Gone lever.

Additionally, the HFS would have been released as a final 'fuck you' to whatever it was that was threatening to invade us, and Breadbowl would have been razed to the ground using some well-placed magma drops.





I agree that using DFhack would create an even more badass ending. Mifki's been doing some research into forcing sieges too (http://www.bay12forums.com/smf/index.php?topic=164680.0), so we could summon a final massive goblin wave bent on exterminating Breadbowl *in addition* to Acathi and the HFS. As awesomely LOTR-esque that sounds, I'm still no Tolkien, and I would rather have somebody with better writing chops than me to be responsible for the end.

You can get the Breadbowl PDF (http://dffd.bay12games.com/file.php?id=12996) mentioned above here; like Sanctume said, it's a full forum capture (100MB) with all comments included. The primary purpose is to preserve the images. Ideally, a reader-friendly version with select comments included such as the Boatmurdered Let's Play would be best, but as of now with Breadbowl still not 100% complete I am not sure whether it is needed.

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: Zuglarkun on July 09, 2017, 10:05:31 pm

Bless you Sanctume! Good work on saving the pdf.

On a side note, I just noticed that the image hosting site I was using (photobucket) decided to change its terms of use, disallowing 3rd party hosting unless I upgraded my membership (with a fee of course). So suddenly all my image links to bay12 went down: (So I guess it was most fortuitous you saved it when you did:)

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: Sanctume on July 10, 2017, 02:05:09 am

Bearskie did that work pdf capture, and uploaded in dffd.

I was thinking on making a more reader-friend version as a side project.

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: Bearskie on July 10, 2017, 07:19:09 am

On a side note, I just noticed that the image hosting site I was using (photobucket) decided to change its terms of use, disallowing 3rd party hosting unless I upgraded my membership (with a fee of course). So suddenly all my image links to bay12 went down :( So I guess it was most fortuitous you saved it when you did :)

On the one hand, whew that was close.

On the other hand, I was planning to archive other threads as well, and Photobucket's change just torpedoed through a whole lotta images, especially from older threads. **FUCK!** 

I mean just look at this shit. (http://www.bay12forums.com/smf/index.php?topic=84451.0)

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: TheImmortalRyukan on July 10, 2017, 08:49:19 am

Photobucket just destroyed years of df stories.... oh my god... I'm actually shedding a tear

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: TheFlame52 on July 10, 2017, 11:36:12 am

I am sad now.

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: Imic on July 10, 2017, 04:11:10 pm

I am not one for using bad language.

But fuck photobucket.

I hope that whoever came up with this idea loses all of his money because of it.

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: Sanctume on July 11, 2017, 08:23:33 pm

Hey guys,

Breadbowl Book is a bay12 forum to pdf conversion project by Sanctume, July 2017.

I uploaded to dffd, Rev 0.1 (http://dffd.bay12games.com/file.php?id=13006) Test Google Docs to Word Docx to PDF

If you download and checkout my initial progress, I need some feedback.

Should I include all posts including comments? Or just posts related to the story line?

Example:

After QuQuasar's first post, neblime posted a comment (http://www.bay12forums.com/smf/index.php? topic=152568.msq6444237#msq6444237) which I did not include in my pdf version.

However, later as story moves on, Beaskie's post reads within the character (http://www.bay12forums.com/smf/index.php? topic=152568.msg6447238#msg6447238).

I suppose I should just include every posts. It takes longer to read and figure out of the post is within character, or just a general comment.

The quote section links are just more time consuming to format when I copy and paste from forum to Google docs. I am even thinking of editing those out.

Or maybe add an image or set of text to indicate it's a comment?

Just jotting some info in my process.

I spent last night copy and pasting to a new Google doc (Gdoc). And I also "save as" image to my local, then copy and paste the image into Gdoc also.

Then at work today, I download the Gdoc and opened as \*.docx (Word 2013+).

I edit the docx since the format for Headings 1, Heading 2, Heading 3 did not work transfer to docx. I needed those tags so I can create a table of contents once everything is done.

To test a final result, "save as" PDF. The pdf file seems to come, maybe because I have a licensed PDF writer at work.

Anyway, any feedback is appreciated.

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: Bearskie on July 11, 2017, 09:48:06 pm

About your conundrum, how about using Adobe's commenting feature for select comments? It's also possible to recreate the forum style (See the Deathgate PDF) with colors:

Background: #292929 Header: #EFDF7F Body: #F0F0F0

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: Paxiecrunchle on July 12, 2017, 12:20:40 am

Quote from: Imic on July 10, 2017, 04:11:10 pm

I am not one for using bad language.

But fuck photobucket.

I hope that whoever came up with this idea loses all of his money because of it.

I'm just a watcher when it comes to this thread, since it was made by someone who I'm rather fond of, but is the fellow Photobucket user I want to assure you the feelings mutual they've made their site continuously harder to use over the years, have you consider transferring your stuff to deviantART?

Anyway, sorry for going slightly off-topic :(

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: HMetal2001 on July 12, 2017, 11:25:57 am

Quote from: Paxiecrunchle on July 12, 2017, 12:20:40 am

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Anyway, sorry for going slightly off-topic :(

Imgur über alles.

PS: I know next to nothing about German.

## Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: Bearskie on July 12, 2017, 12:03:27 pm

Empires rise and fall. Soon Imgur too will turn to dust. Whispers speak of such a time, when even threads like these - once mighty and full of hope - fall into depths unknown. Their images ripped from their content headers, leaving nothing but an empty skeleton of a post behind.

And when that happens, all shall have to read my forum captures. Mwuahahahaha.

### Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: Sanctume on July 12, 2017, 09:19:49 pm

bt by. Salictuille on July 12, 2017, 09.19.49 pill

Quote from: Bearskie on July 11, 2017, 09:48:06 pm

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I can't change background of headers in Google docs.

I'm use to light background so I will stick to that for now.

Maybe I can play around with colors in Word.

Anyway, I am experimenting with comments features, and see how it converts over from gdoc > docx > pdf.

### Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS!

Post by: Madman198237 on July 13, 2017, 03:45:36 pm

So, what would I need to do to use the Breadbowl save?

It should be fun to poke around. Who knows, maybe I'll even lose spectacularly.

### Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS!

Post by: **Sanctume** on **July 13, 2017, 04:03:29 pm** 

I think Bearskie has the last save.

### Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS!

Post by: Madman198237 on July 13, 2017, 04:15:26 pm

What version of DF have we ended up on, and do I need any mods or anything else to play it?

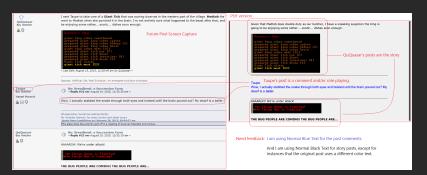
### Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS!

Post by: **Sanctume** on **July 13, 2017, 06:34:58 pm** 

We started on 42.06, but I do not recall if it was upgraded to v43.x

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Anyway, I please need feedback if displaying the forum post comments as Normal Blue Text is fine, or can it be improved?



### Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS!

Post by: Madman198237 on July 13, 2017, 08:22:26 pm

That looks fine.

So, anybody remember whether it ended up being upgraded?

### Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS!

Post by: **Bearskie** on **July 13, 2017, 09:13:26 pm** 

43.05. My turn kinda broke down, so you should use Broseph Stalin's save (http://dffd.bay12games.com/file.php?id=12618). Requires 7z to extract, otherwise the file is corrupted.

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS!

Post by: Madman198237 on July 13, 2017, 09:15:49 pm

So if I plug this save into regular-old 43.05, it's not going to give me any errors?

### Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: Japa on July 13, 2017, 10:42:57 pm

Newer DF versions can generally read older saves fine, but not the reverse.

## Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: Gwolfski on July 14, 2017, 07:32:16 am

The new stuff wont work only the stuff that was in 42.06, so don't try to do 43.xx stuff, cause it can bug out.

### Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: Madman198237 on July 14, 2017, 08:43:37 am

Alright, I understand all of that. So there's no mods or anything or DFHack that I need to have/do/worry about before loading the save? (The goal here is to \*not\* do "fun" things to my computer and/or DF)

EDIT:

So, I opened the save. All the different rock images appear to be screwed up (Some form of accented "A" instead of the regular symbols) but other than that, it looks just as confusing as it should.

So, whenever Breadbowl 2 starts, I'll help by laying out a logical fortress and seeing it you lunatics can be persuaded to follow it.

Because I know nothing about this fort.

EDIT 2: Who or what is Zuglarkun, and why is there a lever marked only "Release Zuglarkun"?

## Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: Bearskie on July 14, 2017, 11:17:48 am

#### WAIT WAIT WAIT FREEEZE STOP THE PRESS.

DF 42.06. My bad.

## Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: Madman198237 on July 14, 2017, 11:21:31 am

I mean, it loaded fine.

It's functioning OK.

Like I said, screwy tiles. So, can someone give the three-hours-with-a-PowerPoint summary of what in the name of the blood-soaked iron beard of Armok am I looking at?

## Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: Bearskie on July 14, 2017, 11:26:35 am

Right, that...

Hang on a sec, I think I have a working version of the Broseph save; had to manually edit the raws to fix the graphics back when I got started. Lemme just get it uploaded.

In the meantime, you should get a 42.06.

# Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: Madman198237 on July 14, 2017, 11:35:34 am

I have DFHack 42.06, downloading regular now.

Thanks! And I lied anyway, I appear to have 43.02. Not that it really matters.

# Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: Bearskie on July 14, 2017, 11:54:16 am

Here, enjoy the ASCII.

http://dffd.bay12games.com/file.php?id=13012

See? Didn't even take three hours!

# Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: Madman198237 on July 14, 2017, 12:03:57 pm

No no no, the summary of what is where and why, because this fort is confusing. You see, when I make a fort, it's a *fortress*, not some lunactic conglomeration of half a million bad ideas stuck together. Also, it's usually underground except for a tower or SMALL fort above ground.

How do you even make this sort of mess above ground??? I don't even understand how this was possible. Hopefully I'll get a dragon attack, so I can just....rebuild. Combine a dragon attack with an excavation down to the magma sea, rebuild Breadbowl as a gigantic technically-above-ground tower with exactly one support....What could possibly go wrong? When we're truly and finally done with this fort, punch into the HFS, use cheaty dwarf tricks to tunnel up through the slade and SMR and crap, and then drop the whole tower into the HFS. In a cave-in. With every last dwarf, animal, invader, caged giantess, forgotten beast, artifact, piece of jewelry, and vermin stuck inside.

# Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: Sanctume on July 14, 2017, 01:46:40 pm

Listen up. See those clear glass? Yeah, below that are farm plots. Keep those producing food and booze. And see that trade depot? Yeah, move all the food and booze to sell.

Everything else do not matter.

Focus, Farm, Food, Booze, Sell. Repeat.

## Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: Madman198237 on July 14, 2017, 02:47:36 pm

But what about the one-goblin three-elf marks(Men? Markgoblin, markelves?) sieges? (But seriously, five in-game days after starting and a siege shows up. Knowing what these kinds of sieges tend to be, I send orders for everything and everyone to run for cover...and a total of four enemies show up. Then an elven snatcher shows up as well, right between two of the enemies. But he ran off.)

Do I just ignore them?

And what happens when I accidentally breach the HFS because I want a farm down there make a big mistake?

## Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: Sanctume on July 14, 2017, 03:56:04 pm

Oh, no underground plants allowed. But all other food and drinks are welcome. We had food made of paper, so that was ingenius.

Are you sure the military is gone? Commander Taupe should still be around.

# Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: Madman198237 on July 14, 2017, 04:00:25 pm

There's still some form of military, at least in Bearskie's first save. I haven't loaded the second one he posted, my 42.06 disagrees with scaling properly...

Title: Re: Breadbowl: a Succession Farm [42.06] - THUNK DEMANDS NEW OVERSEERS! Post by: Bearskie on July 14, 2017, 10:57:35 pm

They're actually both the same save, just with graphic raws fixed. :P Glad you like our little patch of clusterfuck and misery!

 $\underline{\mathsf{SMF}\ 2.0.13}\ |\ \underline{\mathsf{SMF}\ @\ 2016},\ \underline{\mathsf{Simple}\ \mathsf{Machines}}$